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Extraordinary praise for Gener Guzman's
"Stunning debut novel."*

"*We've worked closely with the amazing team at Mojang to ensure this story is a natural fit for the Minecraft world fans already know and love. As Jesse, players will steer their own path through a tale of adventure and survival; all brought to life by an all-star cast. Through Telltale's choice-based gameplay and a story spanning from the Nether to the Farlands, the End, and beyond, we can't wait for fans to experience this new take on the beloved world of Minecraft.*"

—Kevin Bruner, CEO of Telltale Games

"*The interactive storytellers at Telltale are giving players the chance to explore their own unique interpretation of the Minecraft universe. They've crafted a story that follows the logic of Minecraft, but still manages to feel original. It's actually pretty funny too. And the pig is adorable.*"

—Owen Jones

GENER GUZMAN

Minecraft Story Mode

The Story of Jesse

MINECRAFT SERIES

Mojang

Stockholm, Sweden and Redmond, Washington, US

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This is a work of fiction. Names, characters, places, and incidents either are the product of the author's imagination or are used fictitiously, and any resemblance to actual persons, living or dead, business establishments, events, or locales is entirely coincidental.

This book is dedicated to
all Minecraft gamers

ACKNOWLEDGEMENTS

I found Minecraft interesting for me to play and wanted to make some stories or shows about it. With me knowing Minecraft, I can have different experiences and have fun. I even take inspiration from the games that used to help me attempt to recover from a mental illness that caused me to struggle in certain areas of life, making life challenging and stressful in some parts of it. I even had fun playing Minecraft and searching up in order to come up with the “dots” that can help connect the story I am about to make. In addition to the already existing Minecraft worlds, I have already created many worlds through creative mode and come up with models that would help them become the source of one of my stories. This is very important because I am exploring ways for me to become good at things using my strengths.

While Minecraft: Story Mode provides a lot of choices for you to decide, this story provides just one, good example of how I decide my choices based on what I think are the best choices.

FOREWORD TO THE EDITION

Coming Soon.

Hiring New Writers.

AUTHOR/WRITE NAME HERE

PARTS I-II

Season One

Episodes 1-8

ONE

The Order of the Stone

Prologue

"*Nothing built can last forever, and every legend no matter how great fades with time. With each passing year, more and more details are lost, until all that remains are myths. Half-truths. To put it simply: lies. Yet in the known universe, between here and the Far Lands... the Legend of the Order of the Stone endures, unabridged, as self-evident facts. Indeed, it is only a troubled land that has need for heroes. And ours was fortunate to have, so long ago, four heroes such as these: Gabriel the Warrior, before whose sword all combatants would tremble. Ellegaard the Redstone Engineer, whose machines would spark an era of inventions. Magnus the Rogue, who would channel his destructive creativity for the benefit of all. And Soren the Architect, Builder of Worlds, and leader of the Order of the Stone. These four members, four friends, would give so much to gain their rightful place as four heroes. Their greatest quest would take them on a dangerous journey, to fight a mysterious creature known as the Ender Dragon. In the end, the*

Order of the Stone emerged triumphant, and the dragon was defeated. Their story complete, they slipped away into the pages of legend. But when one story ends, another one begins.", intro

Jesse is thinking about the flashback back in the days where he thinks that the four heroes defeated the ender dragon. He first thinks about an underground library in a random stronghold with a book in the enchanting table which tells the story about a land in need for heroes. North America has four heroes that are part of an adventure organization called The Order of the Stone. They go on several adventures with the biggest quest to defeat the ender dragon. Once the ender dragon was defeated, the group became a legend.

Chapter 1

In 1862, I (Jesse) lived in the treehouse in the middle of the forest located north of Liberty City. The forest where the treehouse is will eventually be transformed into a park surrounded by the expanding Liberty City. I am a fan of Gabriel the Warrior and a poster collector, preparing for the EnderCon Building Competition alongside my friends, Axel, a griefer, Olivia, a Redstonist, and their pig, Reuben. My group is known for constantly losing, and other teams often call them the "losers". After planning to create a firework dispenser, I decided to make a statue in front of it so it'll gain more attention from the judges. Axel then decides the statue should be of a mob and suggests building a Creeper, but Olivia suggests an Enderman as she thinks that they are scarier. I go with Axel's plan to build the creeper.

Then the group gathers up supplies and goes through warm ups on the way. I punched a tree several times. I do push ups and pull ups with the help of Reuben. I then gather more materials nearby, grab some planks, and shear several sheeps for wool.

After gathering the supplies, my gang heads to the competition. Upon hearing they have to make a team name, I decide the name to be "The Order of the Pig," A rival team, The Ocelots, consisting of Lukas, Aiden, Maya, and Gill vows to win the competition again. All of the members except for Lukas taunt my team for their reputation of losing, naming them "The Order of the Losers". My team sees that The Ocelots have obtained a Beacon, which worries them about the chances of winning. Petra, a local trader, drops by to check out the build and wishes both my team and The Ocelots luck on winning. Lukas reveals that she assisted in giving them a nether star to create their Beacon, as Petra states that she will help anyone for the right price. After conversing with Lukas, the competition begins, and my team completes their build,

drawing attention from judges and other builders. The attraction is caused by my building's fireworks. Aiden, realizing that my team is gaining more attention than his own build, throws a tantrum. In his rage, he breaks a building containing lava, and it spills on Reuben's Ender Dragon costume that Axel gave him earlier, setting it on fire, causing Reuben to panic and run off into the woods. The lava is still spreading and will soon set the creeper statue on fire. I decide to have Axel and Olivia stay and re-contain the lava, ensuring that their build is safe. I go out into the woods alone to find Reuben. As a result, my gang will finally win the Building Competition.

Chapter 2

As dusk is nearing, I look out for Reuben everywhere in the woods in Portland Island. Portland Island is located east of Staunton Island. Staunton Island is the location of my treehouse, the EnderCon building competition, and Liberty City. I pick up a nearby carrot while searching before looking for the pig. I go through the cave and exit on the other side. Eventually, I find Reuben hiding behind some tall grass and feed him a carrot I found earlier during the search. Shortly, me and Reuben get spotted by hostile mobs. After finding a dead end, I fight off three zombies until my wooden sword breaks. With more mobs closing in and running out of hope, I am only left to decide to protect Reuben from the danger.

I tell Reuben to stay put while I fight off the mobs. A zombie nears in and strikes Reuben in the face. After killing the zombie, I find out that Reuben has a black eye. A spider attacks me two times, and I attack the spider off two times while waiting for help.

After being overwhelmed by spiders, Petra appears and comes to my aid. We retreated to a nearby cave. In the cave, Petra shows me a Wither skull that she obtained from the Nether and tells me that a contact she's meeting at EnderCon is trading her skull for a diamond. I feel suspicious at first but reluctantly accepts to assist her by saying, "In a single day, you went to the Nether, you killed a Wither Skeleton... I mean, I did build a super-cool statue, but still, it's pretty sweet being you, huh?" Before leaving the cave, I craft a stone sword. Upon exiting the cave and walking onto a bridge, EnderCon can be seen from a distance. EnderCon is a private district of Liberty City designed to expand the city with better technology than in the past. Once me and Petra arrive at the bridge, fireworks can be seen emitting from EnderCon showing my team finally winning the competition after years of losing. I am proud of this. Petra tells me that even

though Lukas may have his cons, I should try and become friends with him because he has helped Petra before. After conversing, hostile mobs start charging from both sides of the bridge. With no other way off the bridge, I decided to jump. Petra, Reuben, and I jump off before the creepers discharge. While jumping off the bridge, we push off the creeper just before exploding near the chickens. The chickens are killed and torn down into feathers that almost hit us. We miss the bats down the air before we land on the water. After landing on the water, we resurface and swim back to Endercon from the river that separates Portland and Staunton Islands.

Chapter 3

Back at EnderCon, me and Petra are reunited with Olivia and Axel, who are happy that they protected the machine from the lava. Me, Petra, and Reuben leave off to meet the contact while Axel and Olivia head inside EnderCon. I am motioned by Petra to move to the "dark alley" for the trade. The contact is not there, so Petra searches around. I take notice of a lone chest, before they can look into it. However, the contact arrives, revealing to be a man named Ivor. Shortly after conversing, Petra appears and makes the trade with the wither skull. Ivor motions them to the chest I noticed earlier, claiming the diamond is inside. Upon looking inside however, Ivor scams Petra with nothing more but a lapis lazuli. He runs off before me and Petra chases and splits up. While searching around for Ivor, I spot someone who I believe to be Ivor. I follow him but is then stopped by Aiden who taunts me about the competition. I barge past him. I then confront "Ivor", but it turns out to be a woman. After the mix up, I overhear a pig squeal and find Reuben at a porkchop stand. A butcher takes Reuben to his stand and attempts to kill him. The butcher offers to give Reuben back if I trade something with him. I threaten the butcher with a sword and reunite with Reuben, who will be upset with me for leaving him out in the forest or not looking out for him while searching for Ivor. After Olivia, Axel, Petra, me, and Reuben reunite at the gate to the hall, we spot Ivor walking to the hall. We try to go after him, but the usher does not allow them through unless they have tickets. However, we soon find out that the usher is afraid of chickens. Coming up with a plan, we obtain eight slimeballs from the woman who I encountered earlier, and obtain one more from Lukas who then decides to join the group. After creating a slime block, we use it to break open a nearby chicken machine, causing the usher to panic and get attacked by the chickens, which allows me and my friends to get into the

hall and start the mission to get the wither skull back. It also alerts the others nearby who sees a lot of chickens wandering everywhere, especially attracting the usher.

In the hall, the group finds an open door to the basement. They sneak inside to find out that Ivor used the basement as his own secret room. While looking around, Petra finds a golden sword, which she keeps for herself. Axel then finds a fancy potion which he takes an interest in. I tell Axel to leave the potion alone, but Axel just takes it himself. He then replaces the potions place with a similar looking one already in the lab, so Ivor won't know it was stolen. I then find a lever which they activate to reveal a room hidden behind a bookshelf, which contains a chest with two wither skulls, and a soul sand pattern to create a Wither, but with a Command Block in the middle. Petra reacts by saying, "There's got to be something bigger going on here. Something we just don't see." Before the group are able to take back the wither skull, Ivor arrives back, and so the group hides. Upon confronting him he demands them to leave, after they refuse, he places a pumpkin on top of a pre-made Iron Golem pattern, which activates an Iron Golem. The group retreats. Upon getting back up into the hall, Gabriel the Warrior makes it to the stage to give out his speech and answer questions. However, the group realizes that Lukas is missing, knowing that he is still in the basement. Knowing that Ivor is planning to build a Wither to unleash on the audience, Olivia suggests they alert Gabriel as soon as possible in an attempt to stop Ivor and help Lukas in the process. I agree to get Gabriel's help in saving Lukas and stopping Ivor. Upon getting to the front of the crowd and past Aiden, I inform Gabriel about Lukas being trapped and that Ivor is planning an attack. Gabriel announces he'll have this solved.

Ivor then shows up anyway, and upon making it through the crowd, Gabriel clearly expresses knowledge of who he is, much to my surprise. Ivor gets up to the stage and pulls a

lever, revealing the Wither structure from earlier but with two wither skulls already placed on top. Ivor places the final wither skull Petra gave him earlier and creates a Wither with the Command Block sticking out of it's rib cage. Ivor orders the creature to attack. Everyone in the audience panics and runs out of the hall. After launching two projectiles at me, it begins to suck up nearby blocks, making it become much larger. Gabriel attempts to fight the Wither, but his attempts are futile, as the Wither has become stronger with the blocks it sucks up. As the Wither becomes more powerful, Ivor tries to command it by ordering it to retreat; however, he loses control of it, and the Wither continues to suck up more blocks. Ivor attempts so stop the Wither by throwing a potion at it. However this does nothing as he was meaning to throw the fancy potion Axel took earlier which turned out to be an elixir that would ultimately kill the Wither upon splashing onto the Command Block. Upon realizing this, Axel throws the elixir at the Command Block but fails to kill the Wither as it shields the Command Block with the blocks it sucks up around into its rib cage. Ivor retreats after realizing his plan has been spoiled. The Wither becomes more powerful as it obtains the ability of sucking people up with a tractor beam coming from its newly formed eye. Gabriel is caught in the beam but he is saved by Olivia and I. He then asks me and the group for help by following him to his fortress.

After getting out of the hall, the Wither obtains so many blocks it evolves into a massive flying monster, the Wither Storm, beaming up any people caught in its tractor beams, trapping them. The group then reunites with Lukas, who is angry with me because he is left behind. After the group fully reunites, Petra gets sucked up by the tractor beam, and I save her with the help of Gabriel, who alerts everyone to get to his fortress. As they retreat from EnderCon, the Wither Storm continues to destroy so much of EnderCon and the surrounding area.

As they are running through the forest, the Wither Storm launches projectiles at the civilians running, setting the woods on fire, as well as using its tentacles to attack people at close range. Aiden, Maya, Gill, and the butcher are all sucked up by the Wither Storm. Ironically, upon arriving inside Gabriel's fortress, the only remaining survivors are me, Reuben, Gabriel, Petra, Axel, Olivia, and Lukas. Gabriel activates a secret door to a room completely made out of Obsidian, which he believes will protect them from the Wither Storm; however, he is proven wrong. Gabriel then urges the group to go through a Nether Portal, which will lead them to the Temple of The Order of the Stone. After I activate the portal, Axel, Olivia, and Reuben head inside but before Petra, me, and Lukas go in themselves, they notice Gabriel is being attacked by one of the tentacles. I rush to Gabriel's aid and save him. As Gabriel notices that more people arrive at the fortress and are sucked in by the Wither Storm, he comes to the conclusion that he cannot stop the Wither Storm and he won't be able to save the people by saying, "There are so many of them... I-I can't save them all. I can't stop this by myself. We need to find the others." I say, "Others?" Gabriel says, "Soren's been missing for years. But the others, you must seek them out!". He tells me to find and reunite the rest of the Order of the Stone, giving me his Amulet, which will help me locate the Order. I then notice Petra is in danger and rushes to her aid; Petra then tells me and Lukas to get through the portal, and she will stay behind to help the best as she can, telling him that she will meet at the temple. Before I leave, Gabriel gets sucked up by the beam. Petra rushes to his aid, only to get sucked up by another beam herself. I help and save Gabriel first. Gabriel thanks me and tells him to get to the portal. Petra calls out for my help, but before I can even attempt to get to the beam and pull her down, the Wither Storm's tentacle knocks me over into Lukas, pushing them both through the Nether portal.

Chapter 4

Upon making it into the Nether, Axel begins to pressure Lukas for not assisting me when Petra and Gabriel were stuck in the tractor beams and decides to go back to help Petra but is stopped by Olivia. Lukas notices that someone is being teleported through the portal, and it was revealed to be Ivor. Ivor comes through the portal, and a Wither Storm tentacle comes in through the portal and destroys it. Ivor then begins to shame me and my friends for interfering with his plan to destroy the Wither Storm by stealing his Elixir, putting the blame on them for the fact that the Wither evolved into the Wither Storm. He planned to control it with the Command Block, but his precaution to stop it failed because they took his Elixir. Axel brings up Petra, and Ivor claims that he saw her get away from the beam and was running in the opposite direction of the portal. Ivor then informs me and the gang that there is a network of minecarts nearby built by the Order, and it will lead them to an exit out of the Nether. He then wishes them luck and uses a Potion of Invisibility to escape. A Ghast then appears and begins to chase the gang. I dodge the attacks before entering. The gang then finds the network of minecarts that Ivor mentioned and enters them, going through a tunnel and getting away from the Ghast.

After going through a very lengthy rail, activating levers, getting split-up, fighting off Ghasts and Skeletons, the group reunites, and the minecarts come to a stop at a Nether Fortress with a Nether portal. The group begins to contemplate what they will find on the other side, whether it will be at the jaws of the Wither Storm or at the temple Gabriel wanted them to get to. Axel then decides that he will go through the Nether portal to see and find out for himself; while trying to act brave, he is also worried about what he will run into. I let Axel go first in order to prove that he is brave. I exit the portal before everyone else does.

Chapter 5

Once I go through the portal, I return to the surface only to find that Axel is being attacked by a zombie. I kill the zombie, and Axel declares that he is "never going first again." The others then come through the portal before looking for the temple.

The group then find themselves in the middle of nowhere at night, so they decide to build a shelter and rest for the night. Olivia suggests building a treehouse, so that they can be up high and away from the mobs. However, Axel objects and says that it will take a while to make, and spiders will still be able to climb up. Axel suggests building a hut made out of dirt as it will be quick to make, but Olivia objects and says that they will be at mob level and zombies can easily break down the door. I support Axel's idea as I think of "emergency building".

After building the hut, the group builds a fireplace and relaxes around it. Axel remembers that he has cookies on him and gives them to everyone except Lukas because he only has four. I notice this, and Axel apologises (though clearly not sincerely) about it. Lukas says that it's fine, and he'll find something to eat in the morning. I eat the cookie being aware that Lukas does not want a cookie, and Lukas looks on miserably.

Axel begins to become agitated by Lukas' presence because of their past and him being a member of the Ocelots. Axel then insults him and pins Petra's absence on him. Lukas, realizing that he is making things worse by being around, decides to leave. Olivia tells him not to as it is dangerous outside, but Axel supports letting him leave. I decide to support Axel and Lukas, thinking about the ⅔ vote to let Lukas leave. I tell Lukas to be careful, and he leaves. Olivia tells me if anything happens to Lukas, she is pinning the blame on me. It begins to rain. Axel feels guilty and says he didn't know it was going to rain. Olivia then asks me if he feels happy for

letting Lukas go out in the dark when it's raining, and I retort that Lukas will be fine. This makes me let anyone leave if they want to if they think they do not need support.

The next morning, the group leaves their shelter in search of the Order's temple. Eventually, Lukas regroups with me and the others and offers them some Apples he collected, and apologises for what happened but believes that does not matter as Petra is in need of them all. He promises that he will not let Petra down again and officially joins the group, vowing to be with them "to the end." The group eats their apple breakfast before climbing. After climbing some vines, the group finds the Temple of the Order of the Stone and walks inside.

Chapter 6

Inside the temple, the group triggers an arrow trap with a pressure plate and must find some way to trigger the pressure plate again and deactivate the trap. Using the items they all have, I decide to craft a bow and shoot the arrows at the next pressure plate in order to shut down the trap. As a result, the trap is safe, and my group moves to the next room.

Moving to the next room, the group find themselves in an enchantment room and find a significant book on an enchantment table; the book consists of the story about the order that everyone is familiar with. However with one different detail, there were actually five members instead of four with Ivor being that fifth member. The group, confused with the idea why he was never mentioned in any other story, conclude that it explains how he and Gabriel knew each other. I refer back to the flashback in the treehouse but with five members.

Climbing up some stairs, the group finds themselves in a room with a map of Liberty City and its surroundings except for the city itself. The Wither Storm may have destroyed parts of the city. I say, "We've got to find the Order of the Stone." I then activate a Tracking Device by placing the Amulet on a pedestal and flipping levers in a pattern that turns on a Redstone Lamp that shows the location of the members of the Order of the Stone on the map.

The group realizes that Magnus the Rogue and Ellegaard the Redstone Engineer are the only remaining members of the Order of the Stone in the Overworld. Lukas volunteers to stay behind and fortify the Order's temple to help any survivors and wait for Petra in hopes that she is still alive. He also suggests that another person stays with him. Axel suggests that Olivia stays behind while he and I go get Magnus the Rogue, while Olivia suggests that Axel stays behind while she and I go get Ellegaard the Redstone Engineer. I choose to go with Olivia’s decision and

leave Axel behind. Axel questions him about being left with Lukas, whom he has a grudge against, but eventually agrees to stay for Petra. Olivia leaves with me to find Ellegaard the Redstone Engineer before looking out south towards the destruction.

After making the decision, the gang notices the Wither Storm approaching from afar. Lukas tells the group to rush to get Petra by saying “Please hurry”.

Epilogue

"While the great storm grows, consuming everything in its wake, time is running out for our intrepid heroes.", ending.

Meanwhile, Olivia and I head back to the nether portal and take the minecart towards Redstonia. Redstonia is an isolated town located northeast of the destruction of Liberty City. The two go through the highly-engineered town to look for Ellegaard.

TWO

Assembly Required

Prologue

"Heroes can come from unlikely beginnings... and broken friendships can lead to dark rivalries. When the world is in danger, fate calls on the ordinary... to do extraordinary deeds... and go on journeys they had only dreamed of. Our heroes, thrown together by fate... must now seek help from a legendary artisan of chaos/legendary inventor...But the question remains... will it be enough to save the world?", introduction.

I lived in a treehouse with friends. I have two friends named Axel and Olivia. I have a pet named Reuben which is a pig. My group were often called losers due to the fact that my team lost the building competition for most of the time. I told Olivia that I wanted to finally win the competition this time. We gathered up some materials for the building competition and went to the competition booth to register for our big competition. Not only do we want to win but also get the rewards as a result of winning such as seeing the Order of the Stone.

We registered for the competition and named the team “Order of the Pig”. Then we were assigned to build on booth 5. We built our creeper statue with a machine behind it to dispense fireworks. The fireworks attracted everyone and got Aiden angry. Aiden punched the stone block that lets lava flow near the machine. I decided to let my friends save the machine and go find Reuben myself after Reuben ran away due to his ender dragon costume burning. Anyways, I found Reuben and got saved by Petra before crafting a stone sword.

Later, our team finally won the competition and attempted to go into the hall to chase Ivor. Eventually, we met Gabriel the Warrior and told him that Ivor planned to build the wither. Ivor built the Wither, and we did a little fighting before running away.

We ran into Gabriel’s temple, and I was given the amulet. I saved Gabriel first and failed to save Petra next when the tentacle sent me and Lukas to the nether. After escaping from the nether, our group found our way to the temple of the Order of the Stone. After an argument between Axel and Olivia, I supported Olivia’s plan to find Ellegaard at Redstonia.

Chapter 1

Me, Olivia, and Reuben return to the Nether and use the Nether Minecart System to get to Ellegaard. Olivia admires the Redstone engineering behind the minecart system, and I remind her of the mission of reassembling the Order of the Stone and stopping the Wither Storm from destroying the world. Later, A ghast attacks them on the way to Ellegaard. I defend myself and Olivia with both my sword and my bow. I first use the sword to attack the ghast before finally killing the ghast with the bow and arrow. After defeating the ghast, the group takes a long minecart ride. Olivia says, "Wow. Who would've thought that someday I'd really get to visit Redstonia? Ellegaard's Capital City of Engineering. Incredible. Do you think Ellegaard will be willing... you know, to help us?". The group keeps going until they see a sign followed by arriving at a Nether Portal, which leads them to Redstonia, which is labeled "the capital city of engineering". At the nether portal, they get off the minecart and exit the nether.

While I am on the way to Redstonia, I have plans to stop the Wither Storm and save the world. After an argument between Axel and Olivia, I think that there is going to be a lot of engineering first before destroying the Wither Storm. That means I decide to go to Redstonia with Olivia to find Ellegaard. After finding Ellegaard, my plan is to have her invent and engineer something that can be able to stop the Wither Storm.

Then I am going to take Ellegaard back to the temple and reunite with the rest of the Order of the Stone. However, the plan is to find ways to reunite with the Order and find ways to stop the Wither Storm. After stopping, the plan should save everyone who survives.

The biggest challenge to saving the world is fighting the Wither Storm and rebuilding. The Wither Storm is only getting stronger and stronger, so we have to find ways to stop. We have

to look for weapons and bombs that can potentially destroy anything. Not only do we have to destroy the Wither Storm but also clean the destruction of the city. Cleaning the destruction takes a while and requires many people to start cleaning before rebuilding.

The last and final step to saving the world is rebuilding. After cleaning, the place should be ready to build. Rebuilding requires many people. The more people to build, the less time it takes to rebuild. After rebuilding, everyone should return to their lives.

Chapter 2

After the gang arrives at Redstonia, they see Ellegaard, who locks herself in her Dome of Concentration to try and make a Command Block. Moments before, Ellegaard announces to her audience about her new creation called the Command Block before starting her creation. She tells Calvin to disable the controls that can unlock the dome by taking away a Redstone Repeater. The group tells Calvin that there is an urgent situation to meet Ellegaard. However, Calvin disagrees that Ellegaard must work on her creation with nobody in sight. This means nobody can meet until Ellegaard finishes her creation. The group also tells Calvin about the ongoing situation back in Staunton Island. They send the amulet to Ellegaard, saying that Gabriel sends them to Redstonia. Then I go on a small mission to find another redstone repeater.

While finding a redstone repeater in Redstonia, I look at the mech that is amazing. I then head to the lava disco nearby and look at it. I also encounter a redstone repeater, so I attempt to steal it. However, the disco owner does not want the repeater to be stolen because the repeater is required to keep the lava disco running. Next, I go to Mabel's cow launch and launch Reuben there. Then I go to the flying machine and press the lever. As a result, the machine goes flying as high as a rocket with a girl both in fear and enjoying the heights. Nearby, I go to the autofarm and talk to the auto farmer to get materials from the redstone repeater but is disrupted by the cows. The auto farmer does not have a repeater but has two redstone torches, which is a material used to craft the repeater. Then I look at the fountain at the center of the plaza and go to the old man to look at the TNT cannon that launches people to the sky. I ask the old man for a repeater, but the old man does not have any. Instead, he has a redstone that is given to me. After that, I returned to Mabel to stop the cow launch operation to save the auto farmer. After the cow

operation is stopped, I talk to the auto farmer again, and the auto farmer gives me two redstone torches. Then I take a few minutes to look around Redstonia Plaza and explore.

After looking at everything and getting the materials needed to craft a redstone repeater, I head to the crafting table near the fountain. I place all the materials at the table and craft a redstone repeater. Then I take the repeater to the same location where Calvin disables the dome gate controls. When I place the repeater, I am able to reopen the dome. I press the levers that open the entire dome. Then me, Olivia, and Reuben get in the Dome of Concentration, which is the place to meet Ellegaard for emergency purposes to save the world.

Chapter 3

The group goes up the stairs and enters the Dome of Concentration. They go through various puzzles on the way to Ellegard's laboratory.

First, the group goes through a normal door. The door is powered by redstone technology. The next room is an empty room lobby. The door to the third room lobby is yellow and constantly opens and closes. The group does not know why this is. They believe that the door is used to break down something or to quickly crush any hostile mobs too. I modify the redstone repeater nearby which slows the rate of the door opening and closing. I rush through the yellow door and proceed to the next step towards the lab. The group keeps going until they see a lava curtain. I look at the curtain and the lever. I press the lever, and the curtain opens up. The group goes through the curtain and finds something unusual. They see several items moving up in those engineered pipes as well as something taking up to the lab. I look at and press the lever. The group explores the dome and finds out that the way to the lab is the first elevator in the world. The elevator takes anyone to the lab like a pipe. Finally, the group enters the lab.

Inside, they meet Ellegaard, who has attempted to create the Command Block over 6,451 times. She is surprised to see me and Olivia and thinks Calvin sent them here. I interrupt, saying that Gabriel the Warrior sent him there, and she remembers the Order before they split up. Ellegaard finds the amulet that is sent to the lab earlier and gives me it. I tell her that the world is in danger because of the Wither Storm and its command block power. Ellegaard is trying to make another one, and I tell her that her block can stop the Wither Storm but needs help from my group. Ellegaard says, "Your 'Wither Storm' problem was created by a Command Block, yes? That means a Command Block could be the perfect way of beating it!... Non-Goggle guy, will

you help me make one?" I agree to help her make one as quick as possible. My group and Ellegaard start the 6452nd trial of crafting at a normal rate but fail. Next, they try to craft on the 6453rd trial at a faster rate and still fail. Finally on the 6454th trial, the group makes the command block at the fastest rate with lots of materials and barely crafts the command block.

However, the Wither Storm arrives at Redstonia just when the command block is crafted. The group notices the Wither Storm when they hear the dome getting destroyed. The group runs away from the dome and heads down the stairs. The Wither Storm destroys part of the stairs, so me and Reuben jump down the stairs while Olivia and Ellegaard are already at the bottom. The group and Redstonia residents run away towards the portal. The Wither Storm sucks up and destroys most of Redstonia, including its residents. My group makes our way to the portal and gets in just before the Wither Storm tries to catch and destroy us.

Chapter 4

The group enters the nether and takes the minecart network system back to the temple. This time, the nether is much safer with no hostile mobs present. Once they arrive at the portal, the only mobs they see are zombie pigmen. The zombie pigmen are not hostile to people unless they attack them. The group does not attack any mobs and enters the portal.

Arriving back at the temple, Lukas greets his friends from Redstonia and reveals Gabriel, who made it to the Temple. Gabriel reveals that the Wither Storm had destroyed everyone and everything back in their home, even Petra. When the group arrives at the room with the map, it is revealed that Magnus has also been found and recruited by Axel, and that Magnus and Ellegaard have a grudge against each other. I attempt to stop the argument.

The group is planning to fight the Wither Storm and save Petra from there. They claim that they need a lot of TNT to explore the Wither Storm. However, they also claim that all of the TNT in the world is not enough to destroy the Wither Storm. There is only one member of the Order of the Stone that has not been found yet. The group wants to get him back, so that he can find ways to fight the Wither Storm and save the world.

The group attempts to find Soren the Architect, who supposedly has the Formidi-Bomb, something he claimed would destroy anything. I replace the amulet on the temple stand and activate the map using the levers behind. Once the map is turned on, the amulet shows that Soren is located on the map, which shows that he is in his fortress in the mountains located in north Staunton Island. Ivor also shows up on the map, surprising my friends as well as the Order. They all agree to stop him before he arrives at Soren's Fortress. The group argues whether to go right now or in the morning. The reason to go at night is to get to Soren’s fortress before Ivor or the

Wither Storm does. The reason to go in the morning is because of sleep issues and the monsters roaming in the forest at night. Anyways, I decide to go at night since I think that I have to keep ahead of the Wither Storm and go to the fortress before Ivor does.

The group leaves the temple and heads for Soren's fortress. They run through the forest only to be encountered by monsters at night. They talk about the fact that they should have gone in the morning due to that fact that they see monsters, but others think I made the right decision to keep ahead of Wither Storm and go to the fortress before Ivor. I would rather fight the monsters at night than to run away from the Wither Storm and risk getting sucked up when it arrives in the morning. The group is prepared for the fight and fights off several mobs, including zombies. I fight three zombies using the stone sword while the others fight other zombies and other mobs. After fighting the monsters, they arrive at the fortress.

Chapter 5

Once the group arrives at the fortress, they enter through a series of rooms and hallways before arriving at the center of the fortress. They first go through the stairs and the hallway. The next door leads to the obby room with the endermen pit. They have to be careful not to fall. They look down there, and the pit is very deep, filled with angry enderman. They manage to get through the obby without falling in but with some close calls. The biggest challenge to getting through the obby is something like an earthquake going on. This means the group thinks that there is an earthquake going on. However, the truth is that several endermen are picking blocks which causes the platform to fall down. The group almost falls down but still manages to get through the obby. Once the group gets to the other side, they look at the put again and see lots of angry enderman down there, thinking that they are hostile and dangerous.

After getting through the obby, the group heads towards the center of the fortress. They go through the pool room first filled with water before arriving at the center. After leaving the group pool, the bottom half of the group's bodies are wet.

At the fortress, Ellegaard and Magnus cause a ruckus regarding who would stop the Wither Storm, and they both go their separate ways. This leaves me with the decision to go with either Ellegaard or Magnus. I look at both ways and both sides to go with either. I also look at my group as well. I have a hard time deciding which to go with. One time, I felt like I might give up and let the world get destroyed by the Wither Storm. Because the Wither Storm will arrive anytime soon, I have to decide quickly and hide. I have made a random decision to follow Ellegaard and get in the red hallway indicated by the redstone blocks. After I make that decision, I walk inside the hallway for a few meters until the hallway becomes too dark.

Just before I get in the dark, Gabriel follows me and Ellegaard in the redstone hallway. He talks to me and shows the Wither Sickness. Wither Sickness is a disease caused by the Wither Storm. It is basically a more fatal version than a normal Wither effect which is a more mild disease caused by a normal Wither. The symptoms show up in less than a day after exposure to the Wither Storm. They include fatigue, purple rash, coughing, etc. Gabriel has all of his symptoms and shows me the purple rash in his arm in a private manner. He tells me not to reveal the Wither Sickness to anyone else. I agree to keep the secret with him.

A creeper shows up and explodes the floor nearby me and Gabriel, causing the floor to get destroyed where I fall to the lower floor. Gabriel waits for a little bit and eventually falls. I massage my impacted bones before heading off to the library. Once I peak at the room past the library book gap to the right, they see Ivor inside before Gabriel shows up.

Chapter 6

I eventually met Ivor once again. Ivor says that I am trying to interfere with his plans. I say to Ivor that my group will find Soren's bomb to take down the Wither Storm. Ivor responds by saying that nobody but him can stop the Wither Storm. Ivor can choose to take down or keep the Wither Storm since he actually owns it.

Gabriel shows up to aid me, and the two start to fight Ivor out with swords and potions. Gabriel threatens Ivor first before Ivor starts to defend. Ivor grabs his golden swords and starts fighting for a while. I dodge Ivor's sword attacks and fight. Eventually, Ivor drinks the potion of swiftness and attacks the others with a golden sword as fast as I can. I tell the others to look out and dodge Ivor's swift sword attack by backing and ducking under the attack. Then Ivor attacks Gabriel, and I run to the two to try to stop Ivor.

Ivor drinks the potion of invisibility, so that he is not visible to anybody. He grabs several potions of harm and throws several of them to me and Gabriel. The two dodged all of the attacks several times. I manage to carefully get hit to grab the potion of harm. Then I counter attack Ivor by throwing his potion of harm at him. As a result, Ivor gets hurt for a little bit. Me and Gabriel think that we have stopped Ivor before my friends show up.

Shortly after Ivor gets attacked, my friends show up to stop Ivor, but Ivor hits them with a splash Potion of Slowness, leaving them behind, and locks them up in the library by simply closing the door. Ivor then says that Ellegaard and Magnus will fail to stop the Wither Storm from devouring the world, with the cost of their lives.

When the group gets affected by the Potion of Slowness, they feel slow and talk in a more deep voice. They also feel Ivor escaping much faster than normal. In fact, the normal speed

is much faster than the group's speed thanks to the Potion of Slowness. The group attempts to escape the room in a slow manner and chase Ivor but are too slow.

After Ivor closes the door behind the group, the group is locked inside the room. As a result, Ivor escapes the scene and is headed to nowhere.

Epilogue

"In pursuit of answers, all our heroes found in Soren's Armory was deceit... and treachery. Locked in a dark chamber deep in Soren's mountain, as the Order of the Stone rides off near certain doom, our heroes must ask themselves... Would they find a way out of this dark tomb? Is there any way to cure Gabriel's Wither Sickness? Would they find a way to defeat the Wither Storm? Or will they remain, trapped, as it continues its ravenous rampage across the entire world? Only time will tell...", ending.

While the group is slow, they do not know if they have enough knowledge and power to save the world as they are trapped inside the room. They think that they are in prison trapped in by Ivor. They do not know if they are able to escape and save the world. One way that they think of is that they will never escape the room and die. When the group dies, there is no way to save the world. The Wither Storm would take over the world. However, the group has everything needed to escape and find Soren. Once the group finds Soren, they plan to find Soren’s bomb and take down the Wither Storm. Once the Wither Storm is taken down, the group would save every survivor and rebuild parts of the world that were destroyed to save the world.

THREE

The Last Place You Look

Prologue

"It is said that within every loss, every challenge... and every failure... there is a gift. When beloved friends are lost... we find new ones in our heroes. When faced with a mind-bending problem... we find a way to rise to the occasion. And when our band of unlikely adventurers are tasked with saving the world from the coming storm... they will bring together the bravest and the brightest to stop it. But finding the last and most elusive member of the Order of the Stone and his legendary Formidi-Bomb... would prove their most perilous mission yet. For some would rather our heroes' story end here... shutting the door on their adventurers forever. But, like all doors, when one closes, another is bound to open...", introduction.

Since the beginning of the adventure, my group has built a creeper and won the competition. Ivor came into the alley and stole Petra's wither skull before running off to his basement. My group chases after Ivor and attempts to retake the wither skull but fails. We went

upstairs and tried to alert Gabriel the warrior to stop Ivor from spawning the wither but failed. From there, the group escapes to the temple where I saved Gabriel. I tried saving Petra, but the tentacle forced me and Lukas into the nether. The group escaped the nether and found the temple of the Order of the Stone. I decided to find Ellegaard.

I came with Olivia and Reuben to the nether to find Ellegaard. When the two arrived in Redstonia, Ellegaard became busy building a command block for over 6451 times until she realized that she needed help. The three helped build a command block. Just when the command block was about to be made, the Wither Storm arrived in the dome, and everyone fled. The only ones who escaped are my group and Ellegaard. After escaping, they met with Lukas and Gabriel. They also met Axel and Magnus as well. They attempted to find Soren and get his formidi-bomb. They went to Soren's fortress and split up. Ellegaard and Magnus split up while I found my way to a room with a bookshelf door where I found Ivor. Me and Gabriel fought Ivor before my group showed up before getting locked up while feeling slow.

Chapter 1

After Ivor locks me and my friends in Soren's Fortress by simply closing the door, the slowness effect wears off, and me and my friends have to think of another way to get to Soren and his Formidi-Bomb after falling off from the slowness. We talk about finding ways to escape from the room and finding Soren. We seem like we might be trapped forever. I try to pull out the Amulet to show my friends where Soren is but instead pulls out the flint and steel. The flint and steel is useless, so I put it in my pocket and try again.

I pull out the Amulet. Shortly after that, Lukas wants the amulet, and the two fight for a minute until Soren shows up on the amulet. I check on Gabriel and reveal that his wither sickness has gotten worse. Gabriel still tells me to keep the wither sickness as a secret. Since Soren is somewhere down, I look around the room until Soren glows up as bright as possible. Then I tell my friends to go down and eventually decide to dig.

We dig a hole to a passage which leads them to an extremely large and heavily advanced Mob Grinder. I look down the grinder and reveal that the mobs are falling towards the grinder. Once the mobs meet the grinder, they are killed by it. The group does not know how to go down safely because of the grinder. A creeper blows up a portion of the tunnel, causing the amulet to slip out of my hands and fall onto a platform far from the passage.

The group then decides to fight monsters and save both the amulet and friends. They jump to the fight and fight several monsters on the way. I hit the creeper just before it exploded a wall, revealing another cave nearby. The group jumps from the top of the tunnel to another. They help fight the mobs and push them into the grinder. They even dodge all of the mob’s attacks. I help Axel and Reuben fight while Lukas gets the amulet.

After fighting some hostile mobs, I successfully retrieve the amulet from Lukas but slips on some water, causing me to fall towards death. Luckily, a creeper blows up the "crusher" just in time so me and my friends fall down safely. From there, one member of my group is sucked up by a pipe at a time. I am the last one to get sucked up. After getting sucked up, I arrive at the loot room. Later, all of my friends but Axel arrive.

I tell my friends that they are okay. Later, Axel arrives followed by numerous monsters that fall to the loot room. I tell Axel that he is okay before fighting the monsters. Once everyone is ready, they are ready to fight off. They get out their weapons and start to fight the monsters. While fighting, I dodge the attacks from all undead mobs that are hostile at night. Eventually, the fight is almost done, and most of the group head to the end portal, However, I help Gabriel quickly fight the monsters before everyone enters the end portal.

Chapter 2

The group arrives at The End, and it seems that Lukas is crying. I go back to Lukas to ask if he is okay. Lukas is okay but is crying because of the Endermen hanging around. The entire group is afraid of having eye contact with Endermen.

Eventually, the group thinks of where Soren is. I pull out the amulet, but the amulet is not working. Because of that, the group thinks that the adventure is useless and that they will never find Soren when Lukas says, "Great. Whoo, man. So we were trapped, and now we're lost." All they see is their other group members and Endermen. Every time an enderman tries to look at us, we get scared and turn away to avoid eye contact.

At this point, we try looking for Soren near us. We examine the area where the Order of the Stone takes the biggest mission to take down the Ender Dragon. We look at the exit portal that takes us back to the loot room where there is nobody but hostile mobs which means that exit is dangerous unless we find something useful to fight off.

After exploring the main island, we see Soren moving up the long stairs to his home in the end. Because of that, we are planning to go after him and meet. Gabriel attempts to lead the group to the stairs but is weakened by the wither sickness. Lukas takes the lead role, so I decide to follow him to the stairs and go after Soren.

Before going up the stairs, the group has to learn how to walk past the Endermen. They test several skills, including ducking and walking while seeing the floor. Eventually, we pass and know how to walk past the Endermen blocking the way to the long stairs. We follow Lukas towards the stairs and follow his lead. We enter the stairs and walk as high as possible. Since the stairs are high and long, some of the group members get tired. Gabriel is especially tired of

walking up the stairs because of his wither sickness. Since the group believes that we can find Soren by going up the stairs, they continue to go and follow Soren.

We continue to go up the stairs. We are a long way to the top of the stairs. At the top of the stairs, there is a ladder that takes us to somewhere Soren must have been hiding. We make our way to the ladder and climb up. After climbing up, we just take a peek up without seeing the details at the top. Gabriel asks what is at the tops and hopes there are no more stairs. This time, I passed Lukas and led the way for a little bit. The group also hopes there are no Endermen around to be scared of. They take a few minutes to guess what is at the top before revealing. At the top, they see an artificial world that is built by Soren which is beautiful.

This tricks the group into thinking that the artificial world is a real world since it looks like one. They explore the room and continue to find Soren.

Chapter 3

In the fake world, the group walks in and explores. I look at and touch a tree, and it feels like wool. I see that the entire room is mostly made of wool except for the bridges and the fountains as well as the water there. The group looks for Soren in the room, but he is nowhere to be found. The group thinks that Soren has disappeared or something. This is why Lukas thinks he comes into adventure for nothing and just leaves off to a random tree. The rest of the group explores the wool world and looks at its functions.

Near Axel, Olivia, and Reuben, I head to the wall with the lights and hear some music.I press the button to see what it does, and the button does nothing. I go to the nearby lever, and the lights partially turn on above the wall where I hear the music.

I head off to the wool world and look for something there. I explore everything in the world until I head off to Lukas. Once I talk to Lukas, I ask what is wrong with him. Lukas tells me that Gabriel has some sort of disease just by observing. I am not supposed to reveal the Wither Sickness to anyone else. Lukas tells me to see Gabriel. I do so and talk to him. I check on his health and Wither Sickness and tell him that Lukas knows a little bit of the Wither Sickness. I also look at and check on other friends in the group as well.

I made a turning point. I press another lever nearby Gabriel, and another light turns on. That means ⅔ of the light is turned on. I see another lever that could fully open the light but is blocked by Lukas. I talk to Lukas and tell him to get out of the way. Lukas says, “fine” and moves out of the way. I switch the lever, and the lights fully turn on above the wall near my other friends. I am thinking that there could be something secret about Soren. I look back everywhere and think of pressing the same stone button to see what it does this time.

I head to the wall and press the stone button. This time, the wall reveals that it is a secret puzzle door that the group has put together. The secret door opens which allows the group to go deep into Soren's house in the end. The group heads inside the hallway and looks at several fountains inside. They explore the entire hallway between the wool world and the lab. They also hope that there are no Endermen around as well. Luckily, there are no Endermen in the hallway. I walk from the wool world to a number of doors to the right where Olivia is at. I listen to the music there and open the door which leads to Soren's laboratory.

Chapter 4

Inside Soren's laboratory, Olivia and I stumble upon some music playing and a voice behind a door, thinking it is Soren. Opening it, it is revealed to be a jukebox playing a recording. Frustrated, Olivia searches around the room to look for some clues while I listen to the rest of the records. One of the records talks about Soren making a suit to disguise himself as an Enderman, which I later find on my own. Then I explore the house.

I explore the entire house to look for any clues of Soren. I open the chest right next to Olivia and find some blueprints. Olivia believes that the blueprints are used to teach Endermen how to build by saying, "Okay, so if Soren is using those blueprints to teach the Endermen to build... And there's a disguise missing from the stand...". I say, "He must be conducting his experiment right now!" Olivia says that the blueprint calls for six clay blocks which can be found around the house. I try to look for all the clays in the house.

I look around and grab one clay block nearby the chest where I found the blueprint. I grab another one across the room where the Endermen exit is. I look at the window where I get scared when an enderman looks close to me. I proceed to go upstairs in the ladder and look at the window from there. I am less scared and look at the ground level in the end. I explore the upstairs and grab the third clay blocks. That is half the clay blocks I need for the blueprint. I grab the fourth and fifth ones on the front corners of the room. I believe that is all of the clay blocks I can find in the house. I wonder if the sixth clay block is located outside with the Endermen.

Before I get the sixth clay block outside, I start wearing the endermen suit and head outside. An enderman looks at me and stares right into my eye in case that enderman knows that someone enters the outside. Then I see the last clay block and take that one from another

enderman, causing it to become “frustrated”. This alerts and causes all the other Endermen to react against me stealing the clay block. Acting quickly, I complete the crafting recipe for the blueprint before getting punched by someone in another suit.

Back inside, it is revealed that the person is indeed Soren. Soren feels suspicious at first but immediately recognizes the Order when I mention the amulet. I ask Soren why he punched me in the face so hard before agreeing to become friends. I also talk about the Wither Storm problem to Soren. Soren sings a farewell song to his Endermen friends before the rest of the group enters the room. Gabriel and Soren happily reunite, but their celebration is cut short as Endermen teleports into the house. Because of that, the group has to decide which way to escape. Then the group leaves the house and heads towards the exit portal.

Chapter 5

The group exit Soren's house but find that Endermen are everywhere in the End. I decided to have Soren give me tips. Soren says that the Endermen hate water, so I break the fountains to repel them with water. Before I break the fountains, at least one enderman looks at me, and I get scared for a little bit. Then I punch several more times and break the fountain stone after a few minutes have passed. As a result, the water from the fountain flows into the floor which causes the Endermen to retreat to the upper floors. The group's legs and feet are wet from the flowing water. They continue to escape into the Wool World.

At the Wool World, the group is surprised to see so many Endermen there. They decide to duck under and follow my lead since I am wearing the suit. They walk through half of the Wool World until an enderman shows up near me. The enderman spots me and looks me in the eye very closely. It is clear that the enderman learns that I am not really an enderman but is wearing the suit. As a result, the other endermen are alerted by the loud screams. Soren has a solution to this. The Wool World has a fire suppression system that contains far more water than the water visible from the Wool World. The main purpose of the fire suppression system is to put out fire whenever the entire Wool World burns as wool is flammable.

Using Soren's tips, the group quickly breaks the wooden gate and jumps into the water. They swim towards the lever that activates the water from the fire suppression system. I activate the lever which causes the water to flood the entire Wool World as an effort to kick all of the Endermen out. The group swims on the surface and heads towards the exit. They dive in and swim directly down to the exit. However, I am almost drowning but decides to help Gabriel escape. Gabriel is the slowest one in the group thanks to his Wither Sickness. I take Gabriel with

me and become one of the last ones to escape. After that, the group swims down the newly created waterfall flowing to the stairs and feels like the water slide. At the bottom of the stairs, the water stops flowing, and the group goes to the exit portal.

Back in the Overworld, the group are immediately welcomed by hostile mobs who break free from the Mob Grinder. I am surprised that Soren did not really construct the Formidi-Bomb because the ingredients to create one are highly unstable and can explode when put near each other. Soren kills off the hostile mobs by summoning numerous Iron Golems. The ingredients for the Formidi-Bomb are located in the loot room with the Super-TNT located very high with nobody being able to reach it from the ground. The iron golems create a ladder using themselves to let Soren grab his Super-TNT while the rest of the group finds eight gunpowder located across the chest. After that, the group goes back to the end portal.

At the end portal, the group sees Endermen escaping into the world. Because of this, the group activates the minecart system that lets us escape. They get on the minecarts and take off. The door closes just before Endermen exits the loot room.

Chapter 6

Upon arriving, the group exits the loot room and goes outside only to be welcomed by monsters running into the loot room. The minecarts crash into a creeper, causing the group to eject from the minecart. Once the group is ejected, they see Ellegaard and Magnus just in time to assist them with a crowd of hostile mobs. The group and the two talk about that the monsters are not there to attack us but to run away from something. They see the Wither Storm which explains why the monsters are running away. Soren heads towards Ellegaard and Magnus followed by Gabriel, which considers this a reunion for the first time in years.

After the reunion, my group and the Order of the Stone plan to craft a Formidi-Bomb and build their quick forts to protect themselves from the Wither Storm. Soren steps up since he is the leader of the Order of the Stone and the one who knows more about the Formidi-Bomb. He announces that once the bomb is crafted, it will explode in a matter of seconds and that the one who is doing the crafting will be in great danger.

Because of Soren's announcements, Ellegaard wants to give her armor to me claiming that will help. Magnus argues that he will give his armor to me. Ellegaard insists, and Magnus "double insists". The two insist more and more until I decide to take Magnus' armor. Then I set the crafting table and the ingredients in front of the Wither Storm. Just before I finish my first attempt at crafting, the tractor beam sucks me and my crafting up. While getting sucked up, one of the tentacles hit both Ellegaard and Magnus after I warned them to watch out. Because Magnus does not have his armor on, the tentacle knocks him into the tree.

Anyways, I have my best second chance to craft the bomb. I place the Super-TNT in the middle and eight gunpowder as fast as I can. Then the Formidi-Bomb is crafted, and I turn it

towards the Wither Storm. After that, I let the Wither Storm eat the bomb. Just before the explosion, my group uses the rope to pull me out of the tractor beam. When the bomb explodes, I fly down towards the group and get knocked down.

When I get knocked down, I get up shortly and see the Wither Storm going down. The group assumes the Wither Storm is dead and is surprised that not everyone who gets sucked up is killed. Some of them survive. I also wonder what happens to Magnus. The group heads towards him while Magnus says his last words before his death.

After Magnus dies, me and Reuben go out to the wreckage and help out some survivors. Reuben locates the survivors, and I help them out. I help every single survivor on the way to the Command Block. Once I get to the Command Block, I am surprised by the fact that the bomb did not destroy the Command Block. I comment that the bomb was supposed to destroy it, but it looks fine. The Command Block reactivates, causing it to suck me up. Just before getting sucked up, my friend Petra shows up and helps me get to the ground. I thought that Petra was dead too. I tell Petra to retreat to a safer area. Meanwhile, the Wither Storm wakes up again, splitting it into three separate storms. It gives Petra amnesia, so she forgets her name. The nearby survivors start to run away from the Wither Storm. Petra asks, “Who’s Petra?”

Epilogue

"Faced with a devastating defeat... Our heroes will have to search deep within themselves... In order to rise above tragedy... Heal broken friendships... Untangle bitter rivalries... And find the strength to make one last stand against the storm.", ending.

After the Wither Storm wakes up, the heroes must find a way to destroy the command block and ultimately kill the Wither Storm. In order to do that, they must travel very far into a place known as the Far Lands. The Far Lands are located very far away from the state of Liberty where my group and the Wither Storm fights. It is located along the continent borders on land and on major mountain ranges. It might be a source to find something useful that can finally kill the Wither Storm. The group just has to find the source and use it. This means they have to go on a very long journey that takes over a month to go back and forth.

FOUR

A Block and a Hard Place

Prologue

"Everything in the universe... starts out as just a block. What comes of those blocks... is up to those who wield them. And in every block there lies the potential to create... or destroy. Our friends have traveled far and wide... in search of the Order of the Stone. And a way to stop the Wither Storm for good. But even well-laid plans can go awry... the strong can go weak... and beloved heroes can fall. And although some glimmer of hope may remain... the threat to this world -- to its very existence... is FAR from over.", introduction.

Just after the Wither Storm wakes up from rest, I think back to the days where I live my life with my friends. Part of this includes the annual building competition where my team kept losing. Then one day at my treehouse, me and my friends planned to win at the building competition by gathering materials that we never used before. As a result, we won the competition. Shortly after, Ivor scammed for the wither skull, and I chased him down to the

EnderCon hall where the wither construction was revealed. I tried to get the keynote speaker named Gabriel the warrior to stop Ivor, but Ivor spawned the wither with just one block.

Eventually, the wither turned into a Wither Storm which caused everyone to run away. We went to the nether to get to the temple to reunite the Order of the Stone together. We went on several adventures together. During the adventure, Gabriel got weaker by getting the Wither Sickness. That was when my group went to the end to find Soren. After finding Soren, my group escaped the end from the Endermen and went outside.

Outside, almost all the members of the Order of the Stone reunited together. My group and the Order came up with an idea that would destroy the Wither Storm using the Formidi-Bomb. Unlike TNT, the Formidi-Bomb was thought to destroy anything. However, the Formidi-Bomb destroyed all parts of the Wither Storm except for the Command Block. With the Command Block looking fine, it allowed the Wither Storm to wake up again. This means that the threat of the world and our adventure to save the world is far from over.

Chapter 1

After thinking back to the days from my usual life to my adventure where the Wither Storm wakes up again from the Formidi-Bomb explosion, I look at Petra, who has red eyes and amnesia this time. Meanwhile, the Wither Storm has split into three separate progenies. The group is forced to retreat to a safer area. They run away as fast as they can. However, Axel and Gabriel are the slowest to keep up thanks to the Wither Sickness that Gabriel has. The rest of the group stops and comes up with something faster. One idea is to have them run faster or build minecarts. However, the group sees several horses, who are willing to help us escape from the Wither Storm. Me and Lukas decide to take Gabriel or Petra on the horse. I decide to take Petra with me, and Lukas decides to take Gabriel. The group hops on the horses and goes.

When the group rides their horses, they flee from the Wither Storm while being encountered by hostile mobs on the way. They dodge all of the attacks from both the Wither Storm and other mobs. This means that they avoid crashing into hazards fleeing from Soren's Fortress. They keep going and going until they see a bridge that takes us to Portland Island. I have been to the bridge before when me and Petra jumped off the bridge followed by winning the building competition. Once the group gets to the bridge, the Wither Storm destroys it in front of them. However, the group can escape by rebuilding it.

Before building the bridge, the group discovers that Endermen are running towards the Wither Storm instead of away from it. They are slowing and weakening the Wither Storms due to their nature of moving blocks. They use the tractor beams to take blocks from the Wither Storm and move them around anyway they want. They also teleport whenever they are in danger, so that they teleport just before getting attacked and killed. Most Endermen come from the end

where they are almost flooded with water after the group escapes. Soren explains the details and reason why the Endermen are helping us save the world.

After observing that the Endermen are helping us with the Wither Storm, the group take their blocks out of their pockets and rebuild the bridge as fast as they can. At the other side of the bridge, they flee towards the nearby cave.

Chapter 2

The group decides to rest in a cave before they head off again. Petra's memories begin to come back, allowing them to remember certain earlier events. The group treats Petra that she has never met before due to the fact that Petra forgets all of her friends' names. Petra also talks about events at EnderCon and thinks that EnderCon is a chicken ceremony because the group broke the chicken machine to get through the user as an effort to stop Ivor from spawning the Wither Storm. She also talks about how she saved me from the hostile mobs earlier. She talks about how she felt scared when she was in the original Wither Storm. Petra claims that she has seen people wearing the same Ocelot jacket that Lukas wears when they came out of the Wither Storm, thereby revealing that Lukas' gang, the Ocelots, may have survived.

Lukas is surprised by this and wishes to leave to search for the other Ocelots. He admits that he has become friends with me. Since I want to save the world, I let Lukas leave to save his old friends from the Wither Storm. This is to make sure that the Ocelots reunite again with no member being lost from death. Lukas leaves the cave.

Meanwhile, Petra remembers that she is most likely to die while inside the Wither Storm. The rest of the group reacts and says that Petra made it alive before checking if everyone survived. Ellegaard mourns over the death of Magnus, while Soren complains that being emotional is getting them nowhere and goes outside for a moment to think.

While the Wither Sickness is taking over Gabriel, he may be told by me and Ellegaard to stay behind to rest. He agrees. Petra shoos Reuben off. Reuben leaves the cave sadly, and I go out to talk to him. Once I see the Wither Storm trying to eat the world, I say, "The world needs us, Reuben. So much of it has already been reduced to bedrock... and it's up to us to save the rest

of it... Well, maybe that is a lot of pressure for just a person and a pig. But we have to find a way." I also tell Reuben not to run away due to previous consequences such as running into the dark and getting kidnapped by a butcher with a stone axe.

Outside the cave, Soren has engaged in an argument with Ivor about the Wither Storms. Ivor reveals that the Wither Storms are intentionally following Gabriel's amulet as he had programmed, but he failed to account for the amulet falling in my hands. Ivor apologizes for the trouble he caused and says that he has created a fail-safe plan, a solution to destroying the Command Block inside the Wither Storms: using the Command Block Enchanting Book to enchant a weapon and destroy the Command Block with it while letting the Endermen dismantle the Wither Storms. Accepting the idea, the group head off to Ivor's laboratory, located in the Far Lands, in order to get the Command Block Enchanting Book. The Far Lands are located in North India and Central China. The group takes a long horse trip there through land, going through Alaska and Russia to minimize boat trips. Meanwhile, Axel and Ellegaard take the amulet and split from the group to keep the Wither Storms at Soren's Fortress.

Chapter 3

After a long journey, the group decides to take a rest in a swamp located in the far east of India. They feel hungry, so they find some food before heading off again. Not only do they feel hungry but also need a rest before traveling a short distance to the Far Lands. I head off into the swamp and find two potatoes. I take the first potato that I see. I head off again and find another one. This time, I ate it for the break. I walk into the shallow water and discover a nearby switch's hut with a cake adoring the window. I comment to my group that the cake is enough to feed everyone. I want the cake so badly to give to my group.

Once I attempt to get into the hut, Ivor appears and warns me that witches hate trespassers. This means that witches tend to attack trespassers which means that trespassing into the hut is dangerous. I want the cake so badly that I decide to sneak.

Once I head to the witch's hut, Ivor warns that the decision is a bad idea. I sneak inside the hut and not only take the cake but also search the chest. Inside the chest is the Potion of Leaping. The Potion of Leaping is used to increase the jumping height. Shortly after taking the cake and the Potion of Leaping, the witch arrives back to the hut. The witch attacks me with the splash potion of harm, but I dodge all of the attacks from the witch. I also try fighting the witch too before escaping the hut. Once I escape the hut, Ivor disappears.

I try looking for Ivor, but he is nowhere to be found. Ivor must have gone to the Far Lands ahead of the rest of the group. Meanwhile, the group enjoys the meal. They eat mostly cake that I have stolen from the switch. Shortly after that, they are confronted by several hostile mobs. One skeleton shoots at the group and barely misses Reuben. The group dodges all of the attacks from hostile mobs and attacks before leaving for the Far Lands.

After the fighting, the hostile mobs overwhelm the group, so the group escapes towards the Far Lands. From the swamp, they head north towards the Far Lands and the corner lands. After a few hours of traveling, they arrive at the Far Lands. Soren welcomes the group to the Far Lands. I have never been to the Far Lands before, nor do my friends do. The Far Lands is the location where anyone travels the most far. However, there are communities that live near the Far Lands though. Anyways, Soren explains that Ivor's lab is located in the Far Lands. The group says that the Far Lands is not the best location for a lab. Anyways, they head inside the lab. Inside the front of the lab, the group is confronted by a maze.

Chapter 4

The group argues to go into the maze or find another way. I wanted to explore the maze, but I had to find another way. Trying another way, the zombies appear, and the group is forced to retreat to the top of the maze wall. I use the Potion of Leaping to get to the top of the maze. The group is split up, and I have to navigate through the maze and fight witches and spiders. After the maze, me, Olivia, and Reuben arrive at a platform and are faced with a gap between Ivor's Cottage and them, a Crafting Table, a Chest, and a Redstone structure. Olivia becomes pessimistic since Ellegaard discredits her ability of becoming a Redstone engineer and tells me that they cannot manage anything. "If the Order can't do this -- how are we supposed to? How are we supposed to do anything? We're nobody. The Order of the Nothing." says Olivia. I say, "All I know is, the world is depending on us." After that, I encourage her, and Olivia repairs the Redstone structure, a flying barge, with my help. The group enters the barge just before the zombies and rides to Ivor's Cottage in the flying barge, and Soren is afraid of flying.

The group find an entrance that leads them to Ivor's Cottage. Inside the cottage, I find some Redstone circuit near a lava curtain and need a lever to activate it. I do not have a lever, so I gather materials and craft the lever to activate the circuit. I use it to open a secret passageway, but it is closed before everyone can get in.

Me, Soren, and Reuben, who got in the secret passageway, arrive at a secret room and find the five treasures of the Order of the Stone, a Prismarine Shard, a Sea Lantern, a Ghast Tear, a block of Packed Ice, and the Dragon Egg, which Ivor has collected. With the help of Soren's stories, I put the treasures in five hoppers in the order in which the Order retrieved them. This opens up yet another door, leading my group to a room that appears to be designed after the

Order of the Stone's battle with the Ender Dragon. Soren tells me how he destroyed all the Ender Crystals, and Gabriel poked the dragon dead with a sword.

After Soren explains the battle, I open the next door with the help of his story and arrive at a room containing the Command Block Enchantment Book as well as the four Ender Crystals, which Soren claims to have been destroyed during the battle with the Ender Dragon. This is the first evidence that Soren lies about the Ender Dragon story. I realize that Soren had lied about the story, and Soren admits the truth: the Command Block was used to zap the dragon out of existence, and the Order were never truly heroes, which ultimately caused Ivor to leave the group in the first place because he didn't want to be in a group of cowards who used the Command Block to falsify a legend. After explaining the truth, I say, "Why would you do that? You lied, even to your closest friends!". "All I can say is... I was a fool." says Soren.

Ivor arrives with the other members of my group, who have heard Soren admit the truth. Ivor explains that he only intended to prove that the Order were false heroes using the Wither Storm, only to lose control of it. My group of friends are in total shock about this ordeal but quickly put it aside as we have to destroy the Command Block. Ivor gives me the enchantment book needed in order to break the Command Block, lets me use it on a diamond tool, and offers me a new set of armor. I decide to craft an enchanted diamond sword and pick a new armor. Ivor suggests that I can also take some armor for my friends. With everyone ready to go, they head back to Soren's Fortress to fight the Wither Storms.

Chapter 5

Back at Soren's Fortress, the group is greeted by Axel, who reveals that the Endermen are not angry enough. Meanwhile, Soren claims that he enjoys meeting my group before he leaves into his fortress. The group shouts to him after leaving. I lure the Endermen to the tractor beams, so that the Endermen are then able to remove blocks from the Wither Storms, creating a hole that allows me to go inside the Wither Storm. The group uses all of the items that they have to create an invention that will help me to get inside. I choose to create a TNT launcher. The TNT launcher will launch the minecart like a rocket up into the hole. However, Axel and Petra are caught in a tractor beam, and it takes the whole group to pull them down. Lukas returns with the Ocelots and distracts the Wither Storms with Firework Rockets.

The group builds the invention, which works, launching me into the Wither Storm. Before that, Reuben jumps on to me, and I say, “This is not a place for a... PIG! AAAAA!”. Inside the Wither Storm, I explain that Reuben should have not come here. On the other hand, I have at least someone to help me fight. The two find Withered people and eventually the Command Block, surrounded by the Wither Storm's tentacles. I use the enchanted weapon to hit the Command Block, and the Command Block begins to crack. This, however, provokes the Wither Storm, which uses tentacles to defend the Command Block. I dodge and fend off numerous tentacles with my sword. I say, “Awesome weapon don’t fail me now” and cracks the Command Block the second time. Eventually, the Wither Storm flips upside down, and I have to find a way to get to the top. I jump to one of the heads and eventually fall down. I then use the tractor beam to get up and hit the eye of the same head. I jump on one of the tentacles to reach the Command Block. However, another tentacle hit me and caused my sword to fall down. I tell

Reuben to grab the weapon just like playing fetch. Reuben grabs the weapon and delivers it to me. I am ready for my final blow, but the head grabs onto Reuben by biting. I try grabbing before the head's mouth opens. Once the mouth opens, I accidently let go of Reuben which allows him to fall into the pit before saying, "Reuben! NOOOOOOO! AAAAAH!" I finish off the Command Block once and for all, causing the Storm to explode before I also fall.

Back on the ground, I fall into the water and swim to the nearest shore. I am confronted by a group of friends. I wonder where Reuben is. Petra arrives with all of her memories back and recovers from amnesia. The group hears a gravely injured Reuben, and I take a look at him. When I arrive, I say, "You're a hero, you know that? You just helped save the world!" I say several lines to Reuben and attempt to get Reuben to move as he struggles. Eventually, Reuben dies and turns into a porkchop, and the group mourns for him.

Chapter 6

A week later, back in Liberty City, a memorial for Reuben is made, and Gabriel has recovered from his Wither Sickness. This is also a funeral for Reuben as well. Everyone who survived from the Wither Storm heads to the funeral. All of my friends and the Order of the Stone go to the memorial both alive and dead. Magnus and Reuben are buried under the memorial, but the memorial is more focused on Reuben. The memorial is not just for Reuben but also for defeating the Wither Storm. The event then starts.

The event starts when my friends and the Order of the Stone arrive at the stage. Gabriel tells me that the audience deserves the truth, and I agree. Gabriel gives his speech that the Order of the Stone is not what everyone believes. The Order of the Stone were frauds and that they were not heroes at all. They used the Command Block to falsify their legends. Ivor remembers this and goes back to why he left the Order of the Stone and spawned the Wither Storm in the first place. The Wither Storm was used to teach the world a lesson in order to prove that the Order of the Stone were no close to becoming real heroes and a legend. Gabriel is ready to give me and my group rewards as real heroes for defeating the Wither Storm.

After Gabriel's speech, it is my turn for the speech. I give several speeches for my entire adventure to save the world, which I say is important. I also thank my friends who help me on my adventures too as a way to become heroes. The adventure includes places ranging from the nether to the end to the Far Lands. However, I mention to the audience that the group has been to the Far Lands as a part of an adventure to save the world. In the Far Lands, the group saw the huge wall, a maze, and the model of an Ender Dragon. I advise everyone to visit the Far Lands. Finally, I give one last part of the speech which really mattered. That was basically saving the

world and becoming real heroes too. When anyone saves the world in one way or another, they can become heroes too. Heroes are given many very good rewards.

After I finish my speech, Ellegaard grabs the Nether Star, which is the only remaining drop and evidence from the Wither Storm. She tells me to put the Nether Star on the stage. I do so at the center of the symbol behind me on the stage. The Nether Star lights up with colors representing the roles of the Order of the Stone. Gabriel reprograms the amulet to track down my group. He introduces a new set of heroes and gives me the amulet. He establishes my group as the New Order of the Stone for defeating the Wither Storm. The event comes to an end. At the end, the New Order of the Stone head off on their next adventure.

Epilogue

"And so it was that a New Order of the Stone was born. One whose adventures were only just beginning. For though the world had been saved, and the command block destroyed... there are many more worlds than just this one.", ending.

This is the first time that the Order of the Stone is passed from one generation to another. The New Order of the Stone is expected to serve four years in office before becoming eligible to pass to another generation. The new generation of the Order of the Stone is eligible when they become new heroes or have the skills needed though. Eventually, the Order of the Stone will become the leaders of each class of skills and will hire many employees. They will eventually become part of the US government as well. As a celebration, the second generation of the Order of the Stone jumps on stage with me holding the amulet.

FIVE

Order Up!

Prologue

When the New Order of the Stone is born, I take the lead as Jesse. Just like the first generation of the Order of the Stone, there are a total of five classes. Originally, I am the builder and leader of the second generation who is equal to Soren's role. I am also equal to Ivor's role in some way except that I am a new brewer and enchanter. Olivia is the new redstone engineer, who plays the same roles as Ellegaard. Axel is the new griefer and rogue, who plays the same role as Magnus. Finally, Petra is the new warrior who plays the same role as Gabriel. Later, Ivor and Lukas may have joined the Order of the Stone second generation. Lukas is an expert at building while Ivor keeps his original role as brewing and enchanting. Gabriel reprogrammed the amulet to track down their new respective members with a few exceptions. Even though me and Lukas are builders, the white color glows for Lukas instead of me. The navy blue color is reprogrammed to alternate between me and Ivor but accidentally glows on both the two.

After the New Order of the Stone is born, they head off to the jungle to look for a temple that might contain more useful items. The jungles are located in Central and South America. However, the Order of the Stone goes to the jungle in Central America since that is the nearest jungle there is. They start leaving Liberty City by traveling south well into the city. Once they enter the city, they notice that the Wither Storm has destroyed most of the city and that thousands of Endermen refugees transformed the city back into a forest. They go to the only port in the city which is directly at the southern tip. This reminds me that the city needs to be rebuilt by the survivors of the Wither Storm, and the Order leaves.

The Order of the Stone gets on the only remaining ship in the city and leaves. They make their way to the Atlantic Ocean and sail to the Gulf of Mexico. Then they dock at a shore somewhere in Central America and enter the jungle.

Chapter 1

The New Order of the Stone explores the jungle and looks for a temple until well into night time. At night, they are encountered by numerous monsters such as skeletons, spiders, and zombies. I attack the monsters first before meeting Petra, who also fights with me too. The fight keeps going until the new Order meets again near the temple.

The first adventure of the New Order of the Stone is finding something Ivor tells them about. The group arrives at the jungle temple, They explore the temple and have to solve the puzzle. I find ways to solve the temple puzzle. First, I press “my old friend, the lever” at the right side of the temple. The lava curtain is activated. Then I activate another one at the back of the temple lobby. When I do that, another lava curtain is activated, but the right lava curtain deactivates. I return to the right side and reactivate the curtain. After that, I go to the left side of the temple. There, I activate the lava curtain.

I solve the puzzle, and the floor opens and reveals stairs leading to the temple's basement. The group heads downstairs to find the treasure. I open the treasure and obtain another cake for everyone’s meal, a pumpkin used to deal with Endermen, and ultimately, an Enchanted Flint and Steel, drawing the group's attention. I try out the enchanted treasure, and it illuminates the entire basement, revealing numerous hostile mobs surrounding them. Barely escaping with the Building Bump, the Order rushes up the stairs, only to be confronted by more hostile mobs and lava, which burns up the stairs. After the stairs burn down, the Order has no choice but to find an alternate way around. The alternate way around is the nearby vines.

The Order barely escapes the temple by throwing my sword at the floor before closing and decides to go see Ivor to talk to him about the enchanted flint and steel they found. On their

way back, they are interrupted by former Ocelot members, Aiden, Maya, and Gill, who have forsaken Lukas and formed a new gang of adventurers, the Blaze Rods. They talk smack about the Order as well as their former member, Lukas. Aiden insults me by saying that I take all the treasures for myself and does not give anyone else a chance, and the Blaze Rods threaten the Order to give them the enchanted flint and steel. The Order of the Stone draws their sword and threatens to start a fight. The Blaze Rods give up and leave the scene.

The Order returns to their ship they sailed earlier. They take the same route back home in Staunton Island located in Liberty City, Liberty. Once they leave the ship, they spend the rest of the night at the Gulf of Mexico. At the beginning of sunrise, the ship leaves the Gulf of Mexico and enters the Atlantic Ocean. The group spends one more day sailing along the East Coast of North America before arriving at the southern tip of Staunton Island.

Chapter 2

Back in Staunton Island, Liberty City, the Order arrives and is welcomed by adoring townspeople, who call that the heroes are back. Axel announces that the Order of the Stone heroes are back in town. A fangirl appears, and I high-five her. The fangirl faints before the Order discovers Ivor building a lava house that is deemed unsafe by fellow citizens. Just before all deciding to tear down or remove the lava from town, Ivor begs everyone not to tear town. I changed my mind and agreed with Ivor. In order to make Ivor and the citizens happy safely, Axel and Olivia will leave to help the citizens to help cover up the lava with glass. Ivor thanks me for keeping the lava house. Petra tells Ivor that the Order has found the enchanted flint and steel, and Ivor becomes excited and agrees to meet me and Petra in the Order Hall.

Petra and I meet Lukas in the Order Hall, and the group pays respect to Reuben, whose porkchop has been framed as a treasure. Lukas tells me about how Aiden took over the Blaze Rods and is jealous of me. As I pull out the enchanted flint and steel to show it to Ivor, the latter appears suddenly and scares the group. "That glow... that enchantment is the work of a very old group of builders, a group so old that they existed even before the Order of the Stone!... You see, if these builders truly existed, and if you found their temple... that means we're one step closer to finding... 'The Eversource!' What a beautiful sight!" says Ivor. He also says that the flint and steel can lead them to the Eversource, a treasure supposedly possessed by the Old Builders who built the temple. The Eversource is believed to be a "treasure or artifact that gives them an endless supply of materials." The Order is ready to go back to the temple.

Without time to waste, me, Petra, Lukas, and the strangely excited Ivor start to head back to the temple. They take the exact same route to the temple as the birth of the second generation

of the Order of the Stone and arrives at the same time as before, but they sleep instead of fighting, entering the temple, and finding more treasures

When the group wakes up, they get ready and return to the temple. They explore the temple being different during the day and the damages done by the traps in the basement. They head to the top of the temple by vines and find a strange portal hidden in a chamber that has to be lit by the enchanted flint and steel. I step on the wooden pressure plate and activate the portal in one step. The final step is to light the portal. As I light it, I drop the flint and steel, and Aiden and the Blaze Rods appear, taking the flint and steel from me. Me, Lukas, Petra, and Ivor draw the swords at the Blaze Rods to give back the enchanted flint and steel. This time though, the Blaze Rods refuse and attempt to get in the portal first. My group defends the portal and starts fighting the Blaze Rods. During the fight, the Blaze Rods manage to go through my group and get in the portal first. Finally, the group follows and enters the portal.

Chapter 3

The portal brings the four (Me, Lukas, Petra, and Ivor) to a floating island that is so high in the skies. The island is so high that the bottom looks like a void in there. When the four arrive, I accidentally push Ivor near the edge of the island and help him up shortly. The group looks at their surroundings while on the mission to stop the Blaze Rods and get back to enchanted flint and steel. They look in all directions until they see a floating city nearby. The Blaze Rods must have gone to the city. The Order of the Stone does not know how to get to the city until they come up with an idea. They dig all of the island's dirt up and shrink it down to a few blocks. Then they start building their dirt bridge to the city. Ivor decorates the bridge by building a dirt face with lava eyes flowing down into the skies, reminding him of his lava house he built earlier back at home. Anyways, the group enters what is called Sky City.

As soon as the group enters Sky City, they are confronted by a nervous citizen who tells them that unauthorized building is forbidden in Sky City. The group does not know that unauthorized building is prohibited though. They ask the citizen where the Blaze Rods are. The citizen answers that they went to an inn and ran off.

The group looks for the inn and sees the sign that all building and crafting must be approved by "the Founder," who supposedly owns the Eversource and has built everything in Sky City. From there, they continue to look for the inn and see Milo's Inn. From there, they meet up with Milo, an infamous innkeeper of Sky City, who supposedly greeted the Blaze Rods. The group asks where the Blaze Rods are. Milo is seen illegally trading sticks with another townsperson, and he tells the group that the Blaze Rods asked him where the Eversource is, to which he replied by saying that it is in the Sky City Palace with the Founder.

Before the group could get information on the whereabouts of the Blaze Rods, the whole town is called for an emergency meeting. The Founder appears at her palace and says, "Please remain calm. Earlier today, outsiders built a bridge into our fair city from a distant island! Now, whether these outsiders know it or not, this is a violation of Sky City's most sacred law: no unauthorized building." She threatens to arrest the outsiders for illegally building the bridge. When the Founder appears, the Blaze Rods appear as well nearby.

However, Ivor decides that being arrested is the fastest way into the palace, where the Eversource is. He tries to turn himself in, and Milo tells me that he has another way to get the group into the palace. I decide to help Ivor with the guards, but Milo and Petra want me to come in. Before that, the guards arrest me, Ivor, and Lukas. Milo and Petra plan to find a way to break me, Ivor, and Lukas out of jail and head off to the inn.

Chapter 4

Me, Ivor, and Lukas turn themselves in and meet with the Founder. It is revealed that Aiden has won the Founder's trust and told her that my gang “steals” all the world's treasure for themselves and that they are planning to steal the Eversource.

I have a short talk with the Founder, explaining why they aren't criminals. The Founder then invites me out for a private talk and shows me that nothing exists below them but Void and that all materials are extremely precious since if anything falls over the edge, it is gone forever. The Founder shows this by taking a stone block and dropping it off the island. This is why she prohibited unauthorized building in order to prevent wasting of resources. She goes on to explain that the Eversource cannot simply give her endless materials, and she has to risk her life every day to retrieve the resources. I tell the Founder that I am not trying to steal the Eversource and to stop trusting the Blaze Rods. The Founder makes a decision to put the three in jail because the fact remains that the bridge was built, which is an illegal thing. Just before jail, Aiden says, "I wouldn't be so sure of that, Jesse. This is MY world."

Reginald, the Captain of the Guards, puts the three in prison and confiscates their inventories. The three stay in prison, thinking of how to escape and stop the Blaze Rods. They see Reginald open his chests and reveal one of the items called sand that Lukas had. Shortly after that, I convince Reginald that my group, which is the Order of the Stone, are not actually criminals. The group is there to stop the Blaze Rods, who they think are potential criminals. Reginald sees how they are more trustworthy than the Blaze Rods.

Because Reginald sees his prisoners more honest than the Blaze Rods, he lets them out of jail and regains their inventories in order to stop Aiden and his Blaze Rods. However, Ivor

wishes to actually steal the Eversource, and Lukas states that stealing the Eversource is wrong, since the entire city depends on it. I decide to go with Lukas and decide that stealing anything, including the Eversource, is wrong and that the city should depend.

Meanwhile, Milo and Petra escape from the guards and go to a secret room in the inn that is home to the Build Club. Milo asks Petra to promise that she will not tell anyone about what he is hiding. He is the leader of the said illegal underground club.

Milo tells Petra that he was once imprisoned by the Founder for "Egregious Wasting of Resources" because he dropped some dirt blocks over the edge. While he was in prison, he realized that just because building is risky doesn't mean that people should not learn to build at all. This means that he actually wants freedom in the city.

The other members of Build Club are suspicious of my group, and in order for them to be sure that Petra becomes a builder, Petra builds her iron golem to prove her abilities as both a new builder and an expert warrior. It is revealed that Milo wishes to steal the Eversource for the people so that they can be free of the Founder's dictatorship. Milo knows that there is an unguarded window at the back of the palace that they can sneak in through, but it is far too high. Petra crafts ladders to help reach the window. Milo and Petra then head to the palace to steal the Eversource for the people and to also give me, Ivor, and Lukas jailbreak.

Chapter 5

In the throne room, all five in the group meetup to find the supposed secret entrance to the Eversource. I craft a lever that opens a secret door, and all five arrive at the resource room, lined-up with chests, which are filled with spawn eggs.

The group successfully finds the Eversource, which turns out to be just a chicken who lays spawn eggs. Ivor says, "So... the chicken lays the eggs, and the eggs... make monsters... and the loot from the monsters... made this place." This explains Sky City's only source of needs. Ivor wishes to steal the chicken, Lukas wishes to leave the chicken where it is, and Milo wishes to bring it to the people. I support the fact the chicken should not be stolen, but the Founder and the Blaze Rods all show up immediately to stop them.

The Founder blames my gang for stealing the "one thing the city depends on to survive," and Aiden reveals his true nature to her. He spawns a creeper with a spawn egg, who blows a hole in the resource room. Lukas struggles to fight Aiden while the Founder dangles on the edge, struggling to pull herself up. I save the Founder, and Aiden kicks Lukas off the edge. Finally, Aiden kicks me and the Founder off the edge.

However, it turns out that there is land below Sky City the whole time. Me, Lukas, and the Founder discover land and fall into a pool of water, and the Founder apologizes to me for the prior issues. Nevertheless, numerous hostile mobs fall from above, and it appears that the Blaze Rods are spawning monsters in Sky City. With that, me, Lukas, and the Founder plan to build up to Sky City to stop Aiden. While collecting dirt for the tower they would build to get back up, I discovered the other half of the Portal that brought me there. Lukas stays behind while I agree to back up to the city. I also discovered that the Founder's real name is Isa.

Back at Sky City, the Blaze Rods are spawning crowds of mobs such as ghasts, spiders and zombies to destroy the city. The Founder stays to protect her people from the monsters, and I head towards the palace to stop Aiden. Ivor offers me a potion of speed to go past the other two members of the Blaze Rods to meet up with Aiden.

"This was supposed to be my world, and you ruined it!", says Aiden when I meet up with him. I say, "Listen to yourself! That's insane!". Aiden spawns a creeper that blows Reginald aside upon seeing me. He then spawns two blazes to stop me, but they are killed off quickly. Aiden and I then head into a swordfight, with me getting the upper hand and knocking away Aiden's sword. Realizing his fate, Aiden has no choice but to surrender and give back to me the enchanted flint and steel. I walk away and kick Aiden off the edge.

Back at the entrance to Sky City, the situation is getting out of control, and I tell the townspeople to jump off the waterfalls. Although many do not believe that there is land below them, citizens have no choice but to follow me.

Chapter 6

The citizens are extremely surprised to see that there is land below Sky City. The guards arrive on the ground, and Reginald says that I am not lying since there is land everywhere. I tell the citizens to go have some fun and just do whatever they want. Aiden and the Blaze Rods arrive and are formally arrested by the former Sky City guards shortly for actually destroying Sky City itself. They say sorry as well. They are for sure going to be in trouble for the fact that Sky City damages remain true. I believe that the ultimate decision is to send the Blaze Rods into a deep hole with lava and bury them. The guards have the decision to send the Blaze Rods into new prison, help the community, or to use capital punishment on them.

After the Blaze Rods get arrested, The Founder and Milo have a disagreement on how to live on the land and start a new civilization. The Founder wants to reorganize the former people of Sky City while Milo wants to give freedom to everyone. The Order of the Stone stands up to the disagreement with me deciding that both of them should share power. This is because I know how the US government works and that both powers can let the people make new civilizations all across the land nearby, which eventually makes the US government officially calling a new state. This means that Sky City citizens will experience democracy similar to the rest of the US. Milo gives freedom to the people while the Founder gives rules with it.

The group arrives and wonders where the portal to go home is. Luckily, I already found another portal earlier without the enchanted flint and steel. Without the portal, the group would have to travel a long way back home on land.

On the way back to the portal, the group, also known as the new Order of the Stone, is encountered by the Founder, whose name is ultimately revealed to be Isa, and her Eversource

chicken. Ivor says that the names of the Founder and the Eversource were boy names. Isa gives me the Eversource Crown as a gift before heading off with her chicken friend, Benedict. I see several pigs nearby, which reminds me of my pet Reuben.

The group then attempt to head back home using the portal I found earlier on the land with Isa, but instead of leading them home, the portal leads them to the Portal Network, an area filled with dozens upon dozens of different Portals to different dimensions. When the four members of the new Order arrive, I say, "That's... not what I was expecting." I see that the hallway seems very long with so many portals to spot and locate.

Epilogue

Once the group leaves to go back home, they travel through the Portal Network and enter a series of adventures before going back home.

Meanwhile back with the Sky City people, the rules are set out while giving a little bit of freedom. The chosen leaders of the new community start rebuilding a similar copy of Sky City while benefiting from lots of resources from the land. Eventually, Isa and Benedict travel to a very flat plain that is best to start rebuilding. Meanwhile, Milo leads other Sky City citizens up north past the mountains and follows a nearby coast going northwest to a village to a local bay while some citizens start settling down to the flat land nearby the lake. One of the Sky City citizens decides to travel up north into the desert and start rebuilding another city that is designed for gambling. In total, there are three cities that Sky City People rebuilt. The new city below Sky City is renamed to Los Santos, the city around the bay is San Fierro, and the gambling desert town is called Las Venturas. These names come after the discovery from the areas when the United States took over some former Mexican territory in 1848.

In general, former Sky City townspeople start their own communities across a large area in what is known as the state of San Andreas. The United States called the west coast and its surrounding southwest areas San Andreas back in 1850. Unlike any southern state, San Andreas is the only southern state to not support slavery. This is why Aiden and the Blaze Rods knew what to take over and wanted all southern states to support slavery and revolt for independence. They hope after prison that they escape to join the Confederates.

SIX

A Portal to Mystery

Prologue

"That glow... that enchantment is the work of a very old group of builders, a group so old that they existed even before the Order of the Stone!", introduction.

While the New Order of the Stone is looking at the long hallway of portals, they are thinking back to the time where Ivor explains the enchantment made by the Old Builders, which is the group of builders that were formed a long time ago before our group was born. Then, they think back to the time where I lit up the jungle portal and dropped it back towards the front of the small temple. Last, the thinking goes all the way back to where we are now.

After thinking about all of the things done with the New Order of the Stone, excluding saving a floating civilization to land, we explore a long hallway of portals. We have no idea of where to go. We do not even know where the portal to our home is. We do not have a map or any idea of where to learn where we get home. We are just stuck in the portal. It is very unlikely that

we are going to get home anytime soon. Most likely, we have to go through one of the portals in order to get out of the hallway, but we may have to go into some adventures.

We choose one of the portals which is the green portal. It is just a random chance, but we can maybe get home with this portal. Once we are confident, we get in the portal and land in the night sky. Nothing is wrong with it. We just believe we are home around this point.

However, we are about to find out about something. The place is much more dangerous than our home is. We do not know where we are at this point. All we need to do is to simply go home. However, some argue everyone wants to have an adventure, and that we would get tired if we attempt to walk home by ourselves. We just have to stick to where we are now.

Finally, we make our landing and explore the surroundings. We just have to be careful because we are in an adventure now and will probably be in that mode for a while.

Chapter 1

Petra, Lukas, Ivor, and I enter a dimension inhabited by zombies with two moons hovering in the sky instead of one. Lukas is worried about Axel and Olivia, who are still in their homeworld, and Ivor is interested in the treasure that this new world may hold.

They soon find an invitation signed by an individual called "The Host," inviting them to their mansion to take refuge from the zombies and have a dinner party. However, as I am reading it, an overwhelming number of zombies show up. We make a way through the sea of zombies and race to the distant mansion. They run to the mansion, and I win the race. We make our way to the mansion only to find out that the bridge is infested by not just zombies but also other mobs such as skeletons. My friends manage to knock down the hostile mobs off the bridge, and I attack them with a special move while making way to the front of the mansion.

However, the front door is blocked by zombies. Instead of going through the door like normal and attacking them off, we are too scared to go. All we do is just find a decision to go around the mansion. We look around the mansion for a side or back door. We are doing so fine since there are isolated areas without any zombies nearby. All it is just trees and small pockets of ponds that surround the mansion. We continue to look around the mansion for more.

However, there are all of the sudden zombies in the place, and that the sides and backs probably lack doors. As a result, we have to find another way in. We chat as a team to decide to either not give up on looking for doors, mine the structure in, or to break the window in.

After a while, I decided to break into the house. We cut down many of the trees and made the stairs out of the log. We continue to do this, but we have to be careful not to make the log fall down. We just have to be careful and connect the stair log together. Finally, we connect the log

stairs to the mansion, and we get ready to break the window. From there, we continue on until we decide to break the window. I am not ready to break the window and think of climbing back down and going to the mansion through the front door while being brave of the zombies.

Instead of going back, I change my mind and break the window because I have armor on to protect myself from any damage. However, the mansion itself is damaged though. We get in the mansion. At this point, we end the point of entering another part of the world to go through the zombies and get in the mansion. We are finally at peace inside of the mansion.

Chapter 2

After breaking the window, the four arrive in the mansion's kitchen. The Gang is met by CaptainSparklez and TorqueDawg, two other guests who were invited to the mansion dinner. The four learn that the sea of zombies is not normal for this dimension, but the two moons are normal. After a short conversation, the lights go out suddenly, and TorqueDawg is killed by an arrow trap firing Poison Tipped arrows. The lights turn back on, and I examine the crime scene, only to find that TorqueDawg's inventory is sucked into a tunnel.

LDShadowLady enters the room and recognizes me and the others. She soon leads my gang to the main hall, and the gang is surprised to see that portraits of them are hanging on the wall along with portraits of the other guests in the mansion. They find that TorqueDawg's portrait has been crossed off with a big red "X", meaning the person is dead.

"So I'm looking at this situation, and I'm trying to figure something out... Is this just about TorqueDawg, or is there a bigger picture?", says Lukas.

LDShadowLady says, "Well, someone brought us all here for some reason, including TorqueDawg..."

Dan says, "What if we're all in danger?"

All three are realizing that there is a serial killer on the loose.

CaptainSparklez takes the Gang to the dining room to meet the others in the mansion, including Cassie Rose; Winslow, Cassie Rose's cat; Stampy Cat; TheDiamondMinecart; and Stacy Plays. In the dining room, I reveal to everyone that TorqueDawg has been murdered and determinants reveal that he was taken out by poison tipped arrows. There are mixed reactions, and the houseguests act very secretively. I start acting like a detective and question the others

about TorqueDawg and the Mansion, finding out that TorqueDawg was an infamous griefer and thief, that he claimed to have a "rare item," and that the groups are being very secretive and suspicious. This could also mean TorqueDawg seems guilty of the mansion.

CaptainSparklez shows up and reveals that whoever who invited everyone to the mansion and killed TorqueDawg is probably after the Enchanted Flint and Steel possessed by one of the guests, and I happen to have one. I show Sparklez the enchanted flint and steel to show proof how I got here. However, as CaptainSparklez gathers everyone's attention, and he sits to reveal this to the others, he is pushed by a piston into the floor and suffocated in sand. Then a voice of the paint says, "Greetings, adventurers. I... am the White Pumpkin! One of you has the treasure I desire, and I will not rest until it is mine! Even if I have to resort...to murder!”

The lights go off again as he dies, and the mysterious "Host" reveals himself to be The White Pumpkin and threatens the group that he will resort even to murder to get the enchanted flint and steel. CaptainSparklez's inventory is sucked into a hole, similar to TorqueDawg's. Cassie Rose and Winslow try to escape but find that they are trapped in the mansion due to the sea of zombies outside, hiding to see who is actually the White Pumpkin.

Chapter 3

I say, "Wait... so you're saying that the White Pumpkin is one of us?"

Stampy Cat says, "That's right, Mr. Stampy Cat, one of us... is a murderer."

The group then sees that CaptainSparklez's portrait, which is located next to TorqueDawg's portrait on the wall, has also been crossed out, just like TorqueDawg's. The group also sees that Ivor's portrait is next to CaptainSparklez's, indicating that Ivor might be the next to be murdered. Promising to protect Ivor, me and Lukas head into the dining room to investigate. I found that there was a button on the table which activated the trap and played a recording, and the "White Pumpkin" revealed during the show was only a costume on an armor stand.

I reason that the murderer must have pushed to button to activate the trap and that the murderer was sitting at the table when the murder happened. Therefore, one of the house guests at the dinner party is the White Pumpkin. Judging by the complicated traps and tipped arrows, the White Pumpkin must be an impressive Redstone engineer and brewer.

It is then revealed that there are actually multiple buttons on the table to activate the trap, and only TheDiamondMinecart, Stampy Cat, LDShadowLady, and Lukas were sitting at seats that had the buttons next to them, meaning that they could be the White Pumpkin. I then interrogated TheDiamondMinecart, Stampy Cat, and LDShadowLady in the interrogation order of my choice. I ask and question all three suspects about their Redstone and brewing abilities as well as their thoughts on who might have the flint and steel.

It is revealed during the interrogation that TheDiamondMinecart and LDShadowLady had been competing to find the Enchanted Flint and Steel for a long time, and Dan found it first, much to LDShadowLady's dismay. Now, TheDiamondMinecart claims that someone has stolen

the flint and steel from him. The suspects answer questions about Redstone and brewing differently depending on the order in which they are interrogated. Cassie Rose brings in Lukas and reminds me that Lukas also had one of the buttons to activate the trap, but I choose not to question him. I do not know who pushes the button to kill CaptainSparklez.

I have the choice to either accuse Stampy Cat, LDShadowLady, TheDiamondMinecart, or no one. I accuse no-one, so TheDiamondMinecart will retreat to the library. I have no idea if the trap is pushed on purpose or by accident, as the trap buttons are still unknown.

Me, Petra, and Ivor head to the kitchen to further investigate the trap that killed TorqueDawg and sucked up his loot. I see a suspicious painting and notices that it has eye holes through which the White Pumpkin can spy on his victims. I then discover a secret passageway behind the painting, which contains a lever that activates the trap that fires the Tipped Arrows. The three follow the secret passageway to the library, where TheDiamondMinecart, LDShadowLady, or Stampy Cat is held.

Chapter 4

I use a painting with eye holes to spy on the person who is locked up in the library. I accuse nobody yet, so one of the mansion residents visits another who happens to be locked up and reveals that TheDiamondMinecart has accidentally pushed the button under the table and triggered the trap that killed CaptainSparklez. Suddenly, I notice that the White Pumpkin is spying on them through a different painting. The murderer pulls a lever, and spiders are released and attack the group. The door to the library is blocked by iron bars, stranding the victims in the room full of spiders. I fight off the spiders and not punch the painting.

Since I help fight the spiders, me, Ivor, Petra, and those who are locked up, and everyone who came in to visit successfully kills all the spiders, only to find that the spying White Pumpkin is gone. I question TheDiamondMinecart for killing CaptainSparklez, but all of a sudden, the lights go off again. The White Pumpkin comes into the room with a diamond axe and kills LDShadowLady. The murderer sweeps the victim's inventory into a hopper and escapes through a secret passageway. I do not know where the killer goes off to other than escaping.

The White Pumpkin breaks into the main hall, and Lukas joins me as I chase the White Pumpkin. However, lights go off once again, and Lukas is left with the White Pumpkin mask in his hand. Lukas tells me that the White Pumpkin caught him and stuffed the pumpkin on his head, but all other guests start to believe Lukas is the White Pumpkin because of how he had one of the buttons on the table and how murders only started happening when my gang arrived. Cassie Rose accuses Lukas and tries to lock him up, and Ivor agrees to watch over Lukas.

Me and Petra then discover another secret passageway behind a painting. After solving a puzzle, I find a huge empty shaft, and Petra becomes very annoyed with the other houseguests. I

reminded her that they need to clear Lukas' name. Then, I am about to see who is actually the White Pumpkin and attempt to take him down. This is because I am clear that the White Pumpkin causes all of the trouble for setting up traps all over the mansion.

It is clear that whoever the White Pumpkin is, I must take down the power and remove the traps in the mansion in order to make the mansion safe. With all of these traps, someone that is good can test out the buttons and get into traps, similar to how the two residents died by the trap. That means that whoever I accuse, they are all actually being good. It is just that the trap is activated by accident because traps are designed to hinder anyone who activated it for unknown reasons. This proves that traps are designed to hide, so less people can be aware of the traps. I wish that everyone is aware of the traps when going on adventures, or if someone else that can be an enemy set a trap to places that is known and tricks the good into getting trapped.

Chapter 5

Eventually, after crafting ladders to get down the tunnel, the two find zombie spawners, which proves that the White Pumpkin created the overwhelming number of zombies inhabiting the dimension. The passageway ultimately leads them to the White Pumpkin's secret lair, where they find a farm, where the murder grows white pumpkins. They then find Stampy Cat in the lair, who reveals that he has the lime green enchanted flint and steel which he stole from TheDiamondMinecart. Stampy Cat wants to give the enchanted flint and steel to the White Pumpkin in order to make everything stop.

In the lair, I can grab some Ender Pearls that the White Pumpkin used to go down the empty shaft. I find a chest filled with crossed-out portraits and dozens of calico cats. There is, however, no crossed-out portrait of Cassie Rose, and the calico cats look like Cassie's cat, Winslow, proving that the White Pumpkin is Cassie Rose. I say, "The White Pumpkin... is Cassie Rose. She's the murderer." "None of you have ANY idea what I've been through! I've been stuck in this stupid world -- with its stupid two moons -- for YEARS. Trapped! With a portal RIGHT UNDER MY NOSE but no key to open it! That is, until I finally heard that this world's portal key had been found. I knew it was one of you... So I tried my best to earn your friendship. Figure out who had it.", Cassie confessed.

Back on the top, Stampy Cat rounds everyone up, and I accuse Cassie of being the White Pumpkin. I can prove it with the evidence that Cassie Rose was in the main hall when TorqueDawg's portrait was crossed out, that there is no crossed-out portrait for Cassie in the lair, and that they found calico cats resembling Winslow. Since I provide enough evidence, Cassie will admit it. She reveals that she has been trapped in the two-mooned dimension for ages with

an exit portal but no enchanted flint and steel to activate it and that she invited everyone to find out who has it by killing them and seeing if it is in their inventories. Eventually, Cassie Rose threatens to fight everyone and ultimately ends up activating one of her traps and drowning in sand in her own trap. This is where I must get to the end of this trouble.

Chapter 6

At this time, the Sun comes out, the Zombies burn away, and my Gang part ways with TheDiamondMinecart, Stampy Cat, and Stacy Plays. As I go to light the "portal" back to the Portal Network, a trap is activated, and they fall into the Portal Chamber buried deep underground. It turns out that the portal they lit was not the real one, and the real portal is buried in the Portal Chamber all along. It is revealed Cassie is still alive and has faked her death. Cassie has suspended my gang above a pit of deadly Endermites as a final trap and threatens them to hand over my enchanted flint and steel. However, I escape the trap with an Ender Pearl that I found earlier in the lair. Me and Cassie Rose fight over my enchanted Flint and Steel; however, I am able to overpower her with the help of the Gang, and Cassie, yet again, falls into her trap.

Cassie finally beckons for me to give her Winslow, and I agree to throw the pet back. With the mystery solved, me and the Gang head back to the Portal Network through the real portal. This ends the adventure and vacation to the mansion surrounded by the Swamp.

Epilogue

"Alright. What is going on, dudes? It's me, CaptainSparklez. Next time on Minecraft: Story Mode... After defeating the dreaded White Pumpkin, will Jesse and the others find their way back to the Portal Hallway? And will it lead them home? Or instead, are they destined for more perilous adventures? Well, I guess I'll never know because I got pounded into the ground by a ton of sand. I guess you saw that, right? I'm in the middle of an amazing speech, and BOOM! I've suddenly become part of the floor. I mean, dude, you saw that, right? How much worse can it get? First they choose NOT to invite me on their adventure, and the next thing I know, I'm part of the floor! Anyway, one thing's for certain: even without me, this is going to be an amazing adventure!", CaptainSparklez's end of the episode statement in the Portal Network.

SEVEN

Access Denied

Prologue

"That glow... that enchantment is the work of a very old group of builders, a group so old that they existed even before the Order of the Stone!", introduction.

While my gang returns to the Portal Network, they are thinking back to the time where Ivor explains the enchantment made by the Old Builders, which is the group of builders that were formed a long time ago before our group was born. Then, they think back to the time where I lit up the jungle portal and dropped it back towards the front of the small temple. Last, the thinking goes all the way back to where we are now. This is just like the time before.

Chapter 1

Me, Petra, Lukas and Ivor going through numerous portals in the Portal Network, unsuccessfully trying to find the portal to lead back to their home. After an adventure to a world full of fire and netherrack, the gang returns to the network, and Lukas catches on fire. I help Lukas put off the fire before showing something good. It is shown that Lukas is constantly writing in a book, where he coins that world "Fire World".

Petra tires of the repeated failures and argues with the others, saying that they are not making any progress. She says, "We're stuck in a rut -- go through a portal, avoid dying long enough to get back to this stupid hallway...", being frustrated over going through portals and not going back home. Ivor wishes that those who built the Portal Network left some signs or guideposts. Petra becomes frustrated and suggests going through a Redstone portal, thinking that Redstone must mean smart people who will help them get home. She complains that I have been leading the group every time and wants to leave on her own. Depending on the player's conversational choices, I can make nice with Petra, and Petra will stay with the group. Anyways, me, Lukas, and Ivor will also go through the portal and arrive in a mesa biome with no apparent sign of any Redstone.

Chapter 2

After arriving in the mesa, Lukas continues to write in his book, which he claims to be "a book he picked up back in the White Pumpkin's place." The New Order of the Stone spots a road made out of sand on the ground, which is a sign of civilization. Because I am nice with Petra in the Network, Petra rushes forward to observe a strange zombie. They surprisingly find that the zombies in this world do not burn in the day. After Petra attempts to fight the zombie, they discover that the zombie is much stronger, faster, and deadlier than a regular one and has a mysterious Redstone device on the back of its head, which also makes its eyes red. The zombie overpowers Petra, and I choose to help her.

Petra and I defeat the zombie, only to be confronted by a group of more red-eyed boosted zombies. The zombies do not attack them, however, and instead lead them to their village, Crown Mesa. Following the zombies, the four arrive at the village, and Ivor attempts to rip off the mysterious device on the back of the zombies' heads, only to find it irremovable. A sign nearby indicates that Crown Mesa holds a population of over a thousand people, but it appears strangely empty and seemingly abandoned. Chickens and zombies in the village all have the Redstone devices that make them stronger on the back of their heads.

They see a townsperson in the village, but the person keeps ignoring them. It turns out that he also has a mysterious device on the back of his head similar to the zombies. I notice that there is no water in the wells. I suddenly see a mysterious woman, who is the only person with no Redstone device on the back of their head, run into a house. The said person is surprised to see that the four do not have red eyes and tells them not to hurt any of the citizens of Crown Mesa. However, she immediately runs off after a group of townspeople enter the house and

surround the four, telling them that they are not from the place and try to take them away. I try to escape from the citizens with red eyes, but they still manage to capture us anyways.

At some point during the encounter of powered citizens, there must be something going on because of the Crown Mesa citizens that look very weird compared to other places.

Petra says, "They don't look happy."

"They don't look anything." says Lukas.

As a result of the group being captured, they are being taken to the center of Crown Mesa to find out why the citizens and everything in this place are weird.

Chapter 3

The Order is taken to PAMA, a computer who has been making everything in this world "useful," or efficient, by "chipping" and mind-controlling the world's population through Redstone chips, which are the mysterious devices they saw earlier. It says, "I am making everything useful. Efficient. Effective. I am what you may call 'a computer' -- a thinking-machine. Designed to make things useful.". It realizes that my group is not from its world. I tell the computer that I came from another “world”. Then, PAMA becomes interested in other worlds and plans to send its mind-controlled people through to other worlds and make all worlds "useful."

To retrieve more information about portals, PAMA threatens to install Redstone chips into Lukas and Petra and make them "useful;" however, it promises to delay it if I can tell it how to enter other worlds. I try my best not to make the whole world useful. Then, PAMA decides to get more information and makes Lukas and Petra "useful." It also tries to make me and Ivor "useful," but I confuse PAMA by telling it a paradox, a self-contradictory statement. The computer glitches while trying to process it, giving me and Ivor time to escape. The mysterious person from before shows up, and it is revealed that she is the creator of PAMA. Me and Ivor escape from PAMA's mind-controlled puppets with assistance from her.

The stranger leads the two away and distracts the mind-controlled monsters, buying them time to get to her secret lab. On the way, they have a hard time going through and escaping. The mind-controlled citizens are going after the suspects, which is us. I use my different moves to escape before going to the cliff. At the cliff, I get into trouble, but I can find my way through. I have three items, which are the Eversource crown, the White Pumpkin, and the ender pearls. I have to make a very quick decision before I jump off. I do not have a parachute or any potions

that help me survive a cliff fall. Even if I manage to do that, I might have a hard time climbing back up and end up being useful. I make a very quick decision to use the ender pearl to go to the other side of the cliff, just before the mind-controlled citizens can capture me. I then escape near the lab. After that, a painting that looks identical to the sky confuses, and one of us bumps at the painting. Finally, I am almost at the cave. After jumping into a cave, me and Ivor discover that PAMA's mind-control chips can be deactivated with water, which means that they can free Petra and Lukas by pushing them into water, and that I can use that to save Crown Mesa.

Chapter 4

Me and Ivor head to the secret lab, while Ivor deems the woman "intriguing" and shows a little interest in her. The mysterious woman suddenly shows up, much to Ivor's surprise. She introduces herself as Harper and tells the two that she designed PAMA to automate things, but it went out of control and started making everything "useful." It is revealed that Harper is an Old Builder and has helped build the Portal Network. However, she destroyed the exit portal back to the Network in her world so that PAMA cannot expand into other worlds. That is why PAMA is interested in catching Harper, because she knows how to build an exit portal.

The group arrives at the secret lab, where Harper uses buckets of water to defend them from PAMA's forces. However, the trio is tracked down by PAMA before she can finish. Mind-controlled Petra, Lukas, and several spiders break into the lab, attacking them. I unchip Lukas because I plan to save Petra later on, and that I may help her before in the last adventure. Harper says, "Jesse -- you and your friends -- you're our only hope!" Before I can un-chip Petra, however, the other captured friend captures Harper and leaves. Before being taken, Harper tells me to find her Mind-Control Headset.

Exploring Harper's lab, Ivor, Lukas, and I find TNT in a chest and discover the Mind-Control Headset created by Harper, and I use it to remotely control mobs chipped by PAMA to get to Harper. I try to save Harper through the controlled mob, but Harper is captured again by more mind-controlled townspeople. Before being captured, Harper tells me the location of PAMA's power source, the Redstone Heart, which I must remove in order to shut down the computer before it gains access to other worlds. Harper states that me and my friends are their only hope, and PAMA's forces locate the headset. PAMA starts trying to make my headset

"useful," and I pull it off before it explodes. Knowing that Harper put all her trust in them, me, Ivor, and Lukas take buckets of water and head out to destroy PAMA before it takes over all other worlds. This is an impact because this is the point where PAMA is trying to get the ones that are captured to build an exit portal and capture everyone in the whole world. Now I am in charge and my decision to stop the spread of being made useful by turning off the computer.

Chapter 5

My gang finds the entrance to PAMA's Control Core, where the Redstone Heart is located. However, many mind-controlled mobs are patrolling nearby, and I have to clear a path using the TNT I found in Harper's secret laboratory. I use an Invisibility Potion to clear a path and find that PAMA's chipped forces have started to build an exit portal already. Figuring I must deactivate PAMA immediately, I enter PAMA's Core. I say, "Let's go wreck the heck out of PAMA." This is going to be the final battle between spreading and containing.

In the Control Core, PAMA senses my presence and starts taunting me, telling me that my plan to deactivate it is futile. I find three Redstone Spires that power the Redstone Heart and disable them by pouring water to wash away the Redstone. PAMA deploys mind-controlled zombies and spiders to stop me; although they are strengthened by the mind-control chips, I am able to fend them off by knocking them over the edge of the Control Core's platform. After disabling the first two Spires, PAMA sends a mind-controlled Harper to confront me and attempts to trick me into using my final water bucket on Harper. Having only one water bucket left, I cannot use it on Harper while there is still on Redstone Spire left. I disable the final Spire by pouring water and later frees Harper by pushing her into the same water.

Knowing that its Heart is now vulnerable, PAMA tries to hide the Redstone Heart while sending mind-controlled Petra after me. Petra tries to damage my morale by reminding me of Reuben (Pig) and how I had failed to lead the gang home. However, I am successful in reaching the Heart. Using Petra to punch me, PAMA forces me to dangle off my friend. It attempts to destroy them both, but it has underestimated Petra's will powers. Petra resists and gives me the time to rip the heart out. As a final struggle, PAMA tries to sweet-talk me and convince me to

save it. I insist on ripping the heart out, so I successfully remove the Redstone Heart and deactivate PAMA. As a result, PAMA is turned off. With that said, everyone is freed, and the exit portal is stopped being built by the citizens. The citizens are free, and everyone is happy that all of the disaster has ended. I am so proud that I have saved the world again. I also get a hold on the Redstone Heart and believe that it can be the source used to get myself home again.

Chapter 6

With PAMA defeated, my gang, along with Harper, return to Crown Mesa. The townspeople, however, despise Harper for creating PAMA. I choose to support Harper into the reconstruction of Crown Mesa. The group lights the exit portal PAMA built and returns to the Portal Network. Harper reveals the existence of a Portal Atlas, saying, "Now when we built this place, we also made something that sorta acts like a compass/map/navigator. We called it 'The Atlas'... In order to find the Atlas, we need to track down the rest of the Old Builders" in which the Old Builders have designed to help navigate the Portal Network and reveal the way the Order can go home. It turns out that she does not have this Atlas, but she knows where to find the rest of the Old Builders and ask them for the Atlas. They use the Redstone heart as a power source, and one of the portals opens up into a very long stairway leading to the Old Builders' Atlas and their way home. It turns out that the next place does not require a portal.

Epilogue

As I see the long stairs, Ivor says "Adventure?". This indicates that Ivor likes adventures during this time and is so excited to connect the Portal Network to the Old Builders' home. The world is located in a place across the ocean to the other side where my world is. Remember that I believe that there are several worlds I can visit, but all of these worlds are on one earth. As I see a long stairway, there might be a light at the end of the stairway, waiting for an adventure.

EIGHT

A Journey's End?

Prologue

The Gang, at the Portal Network, thinks all of the past since the adventure began. Ivor thinks about, *"if these builders truly existed, and if you found their temple... that means we're one step closer"*. I remember saying, *""That's... not what I was expecting."* when I was surprised that the other Sky City portal led to the Portal Network instead of Liberty City. Petra remembers being frustrated about, *"See. Ugh. This is what I'm talking about. We're stuck in a rut -- go through a portal, avoid dying long enough to get back to this stupid hallway..."*. Ivor remembers saying *"Wash, rinse, repeat… Yes"* and in the desert, *"It would be nice if whoever made these left some sort of sign. Guideposts."* as well as an unchipped old builder introducing, *"You can call me Harper"*. The group even remembers when PAMA says, *"Your bravery is an impressive quality. I look forward to studying that aspect of your personality... Once you have been made useful"*. I responded, *"We'll see about that."*. The thinking continues where I remember when I saved the

world by shutting down PAMA, and Harper taking us to the Portal Network where my next adventure does not involve portals. Instead, the next adventure is located just above the Portal Network. The Portal Network is underground and is below the Old Builders' region. Located in western Europe, the network stretches to reach all of the major cities from the North Sea all the way to the west coast of the Middle East. The network is very long and can possibly serve as an international hub with portals leading to different places on earth or maybe beyond that.

After explaining how long the Portal Network is and how it must be located based on the culture of the Old Builders, the group hangs around the hallway and gets ready to resurface back to the town of the Old Builders. Since we are located in a place where the stairs happen to be, we happen to be located on the northwestern side of the Portal Network which includes one of the stairs that lead to a major city. We are ready to begin our adventure to get the Atlas.

Chapter 1

After I put the Redstone Heart in a recess in the Portal Network, one of the Portals opens up to reveal the entrance to a very long staircase, where Harper claims that the Old Builders' Portal Atlas, which is my gang's only way to get back home, is. I retrieve the Redstone Heart from the recess, which apparently does not close the staircase's entrance. The gang starts to climb the stairs and finds themselves in a large, void-like world. When climbing the stairs, my gang notices that Harper seems to be hiding something. She warns everyone that the other Old Builders might not be as pleasant and that they may not be willing to give the Portal Atlas. Lukas starts suspecting her, and I say that I trust her, that Harper is needed for them to get home, or that Harper seems to be hiding something.

As the group reaches the top of the stairs, they find a regular and undramatic door. I open it but is blinded by some sort of light. Harper warns them, "Don't die!" and suddenly pushes them through the door, leading to a long fall.

The group survives the fall and lands in the middle of an apparent game of Spleef. Lukas recognizes the game: in Spleef, competitors would try to dig up the floor and cause others to fall. I "eliminate" a Green Team player, who falls and dies. It is revealed that when competitors fall, or become eliminated from the game, a piston trap closes up and crushes them. Gladiators, who stand on obsidian platforms, throw TNT down to eliminate competitors, making the game even more difficult. I am then afraid I might not get back home anytime soon.

During this game, Petra is trapped by members of the Green Team, and Ivor is surrounded by members of the Red Team. I save Petra while Lukas saves Ivor. Ivor and Lukas are eliminated by Nell, a Green Team member, and killed. Enraged, I knock down Nell and

throw back a block of TNT at a gladiator, Slab the Immovable, whose fall halts the Game. I am so sad at first that the game is so extreme, and why killing is legal in this country.

My gang crashes the game, and I blame Nell for killing Lukas and Ivor, to which Nell responds by saying that the Old Builders are the ones in charge of the death games.

My gang is introduced to the Old Builders: Hadrian, Mevia, and Otto, who seem to be very frustrated by the arrival of my gang interfering with the game. "Wrapped up in one of Hadrian's 'deals'... ugh. He's not one to let other people get the upper hand, ya know. Sorta hope I had left all his 'negotiations' behind me.", says Harper about the deal. However, Otto reveals that Lukas and Ivor are not actually dead. They explain that eliminated competitors "respawn," and they are sent to work in the Quartz mines as a consequence. These events, known as the Games, are where participants must stay until they win. I demand the Portal Atlas, but Hadrian refuses. Harper shows up and tells the other Old Builders that my gang is with her. Hadrian holds on to the Atlas, but I surprise them with the Redstone Heart, which the Old Builders apparently want.

Hadrian reasons that I need the Atlas and needs competitors, for my intrusion in the Spleef game has caused a large number of eliminations. He tells my gang to play in his games. They strike a deal: if I win the games, the Gang can leave with the Atlas; however, if they lose, the whole group, along with Harper, have to go work in the quartz mines. Hadrian eventually tells Harper to lead my gang to where they will be staying. Harper apologizes for misleading them, and the group leaves the arena with her.

I reflect on the deal that there are the best and worst scenarios. If I win the game in which there is a very low chance that happens in the first place, I get rewarded with the Atlas and use that to find myself home to meet my two friends. However, if I lose the game, I might respawn

and work in the mines. Working in the mines in this world is so hard. Even if I lose, maybe I can try again. I also believe that this world may be the safest place on earth because anything that is deadly causes anyone to respawn. However, the Old Builders set limitations and boundaries of respawning. It only happens in this region of the world and possibly stretches by continent. Other continents may not have the respawn option, and death is death for other parts of the world.

Chapter 2

Harper then leads me and Petra to the Competitors' Village, where competitors must live until they win the games. These competitors have made deals with Hadrian and are trapped in this world. If they lose, they will have to work in the mines, which is excessively tough work, and will have to mine there until they get a chance of competing in the games again. If they win, they can get home. Harper leaves to talk with Otto, who is usually the most reasonable Old Builder. I then continue to reflect about a second and subsequent chances of competition.

Apparently, the games are very difficult to win. No one was able to win the games except a legendary hero named Tim, a competitor who won the games and took his whole team home. He is commonly adored among the competitors in the village and seemingly gives them hope to continue playing. Rumors about the newcomer, me, have already spread among competitors, who started comparing me to Tim.

Hadrian and Mevia have already sent Lukas and Ivor to the mines to toil as punishment, which is against the rules because no one is supposed to go to the mines before their whole team is eliminated. "Hadrian and Mevia let power go to their heads. They started pitting people against each other just for sport.", says Harper as the games have been ruined. In the Village, I also meet Emily, a former gladiator and the Green Team captain, who is upset that I eliminated her only decent teammate. She appears desperate at the games and promises me that if she doesn't beat me next round, one of the gladiators will. Slab the Immovable, one of the gladiators, has obtained Lukas's Journal after Lukas "died," and I make a deal with him that if I never upset him again, Slab will give me the journal back. I think I have to make a deal with my theory that everyone respawns and restarts all over in this region of the world.

My plans to bribe one of the gladiators, Facemeat, who missed his lunchtime, with food, and have him hand over Lukas and Ivor from the mines. However, the owner of the village's kitchen, Clutch, strictly allows no food until lunchtime. With the help of Nell, a fan of mine, who owns a secret stash of wheat, I craft bread and convince Facemeat to free my friends.

Me and Petra reunite with their eliminated friends, while Otto arrives with Harper. Otto is a "huge stickler for the rules" and allows Lukas and Ivor to stay in the village. Me and Petra head to the dormitory and prepare for the next event of the games.

Chapter 3

The next day, the Games feature the Lava Race, a survival-run game where players must race through obstacles. The Green Team's leader, Emily, offers me a chance to team up with them. She tells me that in the middle of the lava race, there is a gladiator Junction where competitors must defeat the gladiators, and that is when they should cooperate. I have a hard time deciding the offer and determining if I am able to go home or not.

My team successfully finishes the first part of the game, which involves dodging lava while running. They arrive at the gladiator Junction, and if I teamed up with the Green Team, Emily betrays me which is bad. If I decline the deal, the gladiators will let Emily pass the junction, which I find suspicious. Slab and Clutch quickly engage in a fight and eliminate Petra. I fight and attack either one of the gladiators, who breaks my diamond sword. I reach the vine-climbing section, which is the next part of the game I must win.

After catching up with Emily and Nell on the vines, Emily pushes Nell off. I have to save Nell. As a result, I lost the game. My decision came as I want to save a life rather than win, and that life is never about winning or losing the games. I cannot wait to get the Atlas. I do not even have a map of how to physically get back home. I don't even know the directions or a compass that can just lead me home. However, there are more games that I must win before I can get rewarded with the Atlas to take me home though.

Chapter 4

It is revealed that Hadrian made a deal with Emily and told her to eliminate me, which she failed. Hadrian eventually calls the deal off and leaves me to face Emily, who becomes dejected and walks away.

Slab comes to tell me that Hadrian was expecting my presence in the palace. I have severely upset Hadrian. However, on their way to the palace, a miner shows up and offers me a talk. I ignored him to arrive on time. I choose to follow Slab, so that they arrive on time.

In the palace, I find Tim's Armor on display, the set of armor that supposedly belonged to Tim. Hadrian suddenly shows up and starts talking to me about changing their deal. He talks about how, after Tim has left, the legend of Tim has become a "fond memory," which is easy to control. Hadrian notices that I have become a legend among competitors, but my legend is not under his control because I am still physically present. He suggests that I make a quiet exit so that Hadrian can tweak my legend into one similar to Tim's.

Eventually, Hadrian admits that Tim is actually not real. He is a legend fabricated by the Old Builders to give the competitors hope and keep them playing the Games. However, the Games are rigged, as the Old Builders, in fact, control everything, even their outcome, which is why no one has been able to win the Games since Tim. This is another example where people believe in something that does not actually happen, which is not a truth but a myth.

During the talk, Hadrian brings up my Treehouse, much to my surprise. It turns out that the Atlas can reveal people's backgrounds, which is how Hadrian knew about me being famous in my homeworld. Hadrian mines through an obsidian wall, revealing a secret chamber with obsidian prisons holding Axel and Olivia hostage. He also claims that he has imprisoned my best

friend, Reuben (Pig), but he has mistaken and has instead imprisoned the EnderCon usher, Reuben (Human), who shares the same name with my friend.

Hadrian tells me even if I won the games, Axel, Olivia, and Reuben (Human) will be imprisoned forever. He offers me a new deal: if I lose the games, then all my friends can go home, but I will have to stay behind in their place. I refuse the deal. Hadrian keeps Axel, Olivia, and Reuben in the prisons and orders Slab the Immovable to drag me out.

I run back to the Competitors' Village and is greeted by Petra, Lukas, Ivor, Emily, and Harper. I tell them about Hadrian's new deal. Emily reasons that Hadrian would not have kept the deal, since if I did lose the games he promised, my whole team would be eliminated, and Hadrian would just send them all to the mines because it was the original deal that if they lose, they will end up in the mines. I reason that, as Otto is not as vicious as Hadrian and Mevia, he may be able to help them because Otto plays by the rules no matter what, and he would give me the Atlas for sure if I won because it was the original deal. However, that is only if I can win the games, and Emily questions my abilities to beat all other teams by myself.

A group of competitors surrounds them, and me, determined to win, starts to give an inspirational speech, telling them to stand up against the Old Builders, who are controlling everything. I state that the Old Builders are continuously rigging the Games, but they can all win if they come together against them.

Emily becomes tired of the speech and cynically says that no one has ever beaten Hadrian in his own games, but a Yellow Team competitor quickly brings up Tim, who supposedly won. I tell the crowd that "Tim"is not true and instead is just a legend in order to encourage people from around the world to keep playing the games. Then, Nell questions that the gladiators, who are

under Hadrian's control, are still a problem. I encourage them to work together and outnumber the gladiators to win. Then, I keep thinking I might go home very soon.

I finished the speech, but the result slightly disappointed me. My gang decides to find out in the next event of the Games. I say, "My strength comes from my friends; we're always there for each other.", so that Emily also agrees to be a part of this for the next game.

I also believe that after the speech, I am able to win the game at some point. Even if I lose the games, I am still not going to give up. However, nobody in the past has really won the game, and that the Old Builders are corrupting the whole game to trick the losers that someone, “Tim” has won all of the games while in reality, everyone loses because the Old Builders control the whole game. However, this does not mean I give up because I believe I can be the first visitor in the world to win The Games created by the Old Builders despite the corruption.

Chapter 5

The following day, I am alone while participating in another minigame, The Walls, a game where competitors start in different sections divided by walls and gather resources in a limited period. When the walls come down, they will have to fight and survive the gladiators with the tools they have crafted. My section, however, is rigged and has nothing but dirt and gravel in it. I say, "I think it's time for us to finish this... together!" to the competitors.

The walls come down, and I gather nothing except dirt and gravel. Emily appears as if she is about to attack me, but ultimately, she helps me by offering me a stone sword. Hadrian and Mevia, who are watching, are enraged by this. Emily gathers all other competitors and gladiators. I convince all the teams to join me and win together, but the gladiators walk off. Since I was nice to Slab, however, Slab the Immovable also joins me. All the competitors step onto the Winner's Platform at the center of the arena, which, according to the rules, means that they have all won.

Exasperated, Hadrian leads Mevia and Otto to come down to the arena, and Hadrian blames me for breaking their deal. Mevia tries to explain that the Old Builders control the Games' outcome, not the competitors.

Eventually, Otto comes forward and tries to give me the Atlas, but before he could do so, Hadrian and Mevia quickly build a cage of obsidian and traps him inside. They then trap all competitors except me and Emily in the same way. Emily runs off. Hadrian and Mevia start to fight with me, and since Slab was convinced to join, he sacrifices himself to save me.

In a final standoff against Hadrian and Mevia, I am able to overpower Hadrian. However, Hadrian distracts me by begging me to forgive him. While they talk, Mevia sneaks up behind me and “kills” me with two diamond axes.

However, this is the only place where extreme games are legal. This is because everyone who participates in The Games is given protection from death. If one player is about to die, no death happens and instead they are sent to the lobby. However, I experience what death is going to be like except I try again. Nearly all of my armor and overall the whole inventory is gone since the Old Builders were able to break my enchanted diamond sword and weapons.

While I am gone, the Old Builders gain my inventory and possibly regain the Redstone Heart which is claimed to be owned by the Old Builders. However, the Redstone Heart was originally going to stay in Crown Mesa and keep powering the computer there, but instead ended up being handed over to me. Meanwhile, I think to myself that I have lost the game. This is when I do not have my full inventory with me, and I am afraid that I have to go mining and possibly never go home. Do not worry, I might have my second chance once again later.

Chapter 6

I “die” and respawn in the respawn zone. Because Slab was convinced to join, he delivers a speech about how he sent many competitors to the respawn zone but never knew how much it hurt. I believe that I have lost, but Emily shows up with my friends. It is revealed Emily and Harper have freed all of my friends and stolen Tim's armor as well as some of Hadrian's weapons and tools from Hadrian. I suit up and take a diamond sword, a diamond axe, two diamond pickaxes, and a shield. I then battle the Old Builders again and eliminate Mevia. When I face off Hadrian on an obsidian bridge the latter built during the duel, my friends show up and cheer for me. Emily tells me to remember Spleef, which I respond by digging up the obsidian block beneath Hadrian with my pickaxe and eliminating Hadrian.

Hadrian and Mevia both respawn; however, the gladiators, Facemeat, Clutch, and Capital T, block their way out and beat them together. Otto explains to me that I have earned the Atlas and that I should decide what happens to Hadrian and Mevia. I respond by suggesting that they try "which would you rather fight," a game Olivia and I used to play in their treehouse.

Finally, the group reaches the Portal Network, where as a result that I was nice to Slab, he returns Lukas' journal to its owner. All the competitors who are willing to go home return to their home worlds in the Network, and Otto reveals that many competitors have actually decided to stay and continue playing the Games. He promises to restore the Games to their former glory and never make them corrupt again. Emily is a little reluctant to leave me; I help Otto fix the games.

Ivor observes Harper, and I tell him to say goodbye to her. Because I defended Harper before The Games, Harper will return to Crown Mesa, her home world, and help the citizens rebuild the mess PAMA has left, along with Ivor eventually to observe the reconstruction.

With the powers of the Atlas, my gang, find the Portal to their home world and arrive in the Order Hall. Back home, I show Axel, Olivia, and the treasures I collected during my adventures, including the Enchanted Flint and Steel, the Eversource Crown, the White Pumpkin, the Redstone Heart, and the Portal Atlas. I display them on pedestals in the Hall, and since Slab gave Lukas back his journal, I add a finishing line to the journal and decide whether it can be put on display as a treasure. Axel and Olivia invite the group to see the improvements they made to Beacontown. However, it is revealed that Ivor has stolen the Atlas and the Flint and Steel and ran back to the Portal Network to look for Harper. I get myself home and say, "Come on, guys. Let's go home.", which is what I said all the way when I was expecting to go home from San Andreas but instead ended up in three unexpected adventures in addition to one expected adventure.

Epilogue

After the defeat, Hadrian and Mevia are seen being trapped in a world full of zombie-sized chickens as I chose to fight the big chickens at the very beginning of my story, and Mevia makes a joke about the big chickens. The two Old Builders end up stuck in the world of big chickens. As a rule I made at the beginning, the only way the two can get home is by fighting ten big chickens with bare hands as my journey ends. Last, I am known as the greatest hero ever.

PART III

Season Two

Episodes 9-13

NINE

Hero in Residence

Prologue

Lukas explains the whole story a couple months to years before. He reads the book as he makes the whole story of what happened, ranging from the legend of the old Order of the Stone all the way to the adventures of the New Order of the Stone. In the book, there have been about eight sections and about 48 chapters, with six chapters per section, also known as the part.

The book begins with just a couple members of a gang at the treehouse, including me as Jesse. I listen to the story as I remember the events of the building competition. Despite winning the competition, I did not have tickets to see Gabriel the Warrior, one of the members of the old Order of the Stone. Shortly after that, Ivor spawned a programmed wither that eventually came out of control and grew into a storm, destroying everything it moves.

There have been several steps to stop the Wither Storm before, including reuniting the Order of the Stone, making a strong bomb, etc. Once the truth had been revealed, and the withers

defeated, a restored town that was once destroyed held a celebration of the monstrosity's defeat. There, my gang was renamed as the New Order of the Stone, with the previous generation to retire. In another part of the story, my gang began going through the adventures for four sections as the second half of the story. I visualize the story as just the people I met during my adventure at the Portal Network, since that is the hub I visit for all of the adventures.

While going on adventures, I remember encountering the enemies during my adventure, leading to several deaths of local citizens who did nothing bad. I also remember fighting enemies as a group. Not all enemies during my adventures are people, since a major one was a computer during the middle of several unexpected adventures. The last story and chapter of the new book involves going to the world of the Old Builders and finding the map to go home. Last, the gang goes back to the Portal Network and returns home, ending the story and leading to now.

Chapter 1

As Lukas is finishing the story, I listen for memories in the Order Hall. Lukas, me, Axel, and Olivia briefly chat about Lukas' story. Olivia believes that it is a great story but that Lukas used too many exaggerations. I decide for Lukas to make it a good story and make it to be truthful. Lukas takes the feedback and continues editing his book. He praises me for being a real hero. Axel reveals that Ivor and Harper have been gone a long time on their adventures.

Radar, my intern and assistant, enters the Hall and informs me that Petra is coming to the mines for a scheduled adventure, and I prepare to go. However, Axel and Olivia are busy with their own duties in their respective towns, Boom Town and Redstonia, and Lukas is hoping to start with the revision on his writing. Axel promises that he will come with them on an adventure "next time for sure." I then go and chat for Radar for my next potential story.

Radar says, "I tell ya, I am just the luckiest."

I say, "Yeah?"

"Oh yeah! Getting to work with you, hanging out with the Order... And living in the coolest town in the whole world: Beacontown.", says Radar.

The group leaves the Order Hall and talks about Founding Day, a festival celebrating the defeat of the Wither Storm and the foundation of the New Order of the Stone, which is celebrated in Boom Town and Redstonia as well as in my gang’s hometown, Beacontown.

Axel, Olivia, and Lukas depart to attend to their own Founding Day preparation duties, and Radar and I head out to help Beacontown's people prepare.

The two walk around town, helping citizens with their founding day duties. For example, I meet Nell, who asks me to build a statue for her, and I create my own with clay.

I then meet Stampy Cat, StacyPlays, and a puppy named Wink, and I can feed a bone to Wink to help calm him down. Stacy lets him keep two other bones. Here are the following actions that I want to get done or should have done already.

Helping a citizen prepare a pig to play the part of Reuben (Pig) on Founding Day near Reuben's Memorial.

Telling a citizen about the build my gang built in the EnderCon Building Competition.

Talking to a citizen about his building, which he is afraid wouldn't fit in.

Helping another citizen named Bob and two other citizens prepare their slime-diving.

Deciding whether to make cake, pumpkin pie, or both for Stampy Cat and Stacy Plays.

High-fiving a Fangirl.

After getting to the mine, where Petra is waiting, Radar bids me goodbye. Radar is inspired by how I work and offers to watch out for things in town while I go on an adventure, which I don't like. I put on an iron chestplate and entered the mineshaft.

Chapter 2

I enter the mines, but Petra is nowhere to be seen. I encounter a few zombies, which I fight off with an iron sword. Then, Petra shows up and greets me, and is upset by the fact that their group wasn't able to join them. She blames me and my friends for being too caught up in their busy lives as leaders of towns and having less time for adventures.

At some point, Petra says, "I gotta say, I really do appreciate you making it on time. It means a lot to me. Sometimes I worry you don't even have time for me-- your friends anymore. I mean I get that you like your job and everything... but geez.", about my leadership.

I ask her about where her enchanted golden sword, "Miss Butter," is, since she was using an iron sword instead. But a new group of zombies suddenly appears. They fight off the zombies. Then, Petra leads me down the mine tunnels and races me through the mines, leading me to what she claims to be a "mystery monster."

However, towards the end of the race, I helped Petra. I want to make sure everyone is safe. As a result, I did not finish the race, thinking that life is not about winning or losing, and I am glad that I made the right decisions.

Me and Petra find the "mystery monster," and it turns out to be a llama. I become enraged and insult the llama, who responds by head-butting his/her sword. Petra claims that it is a "treasuring-sniffing llama" and that it is very important. Despite her secretive tone, I try to subdue the llama, who kicks me, spits on me, breaks my iron chestplate, and runs off. I craft a torch to track it down. Finally, me and Petra capture the llama near a gravel cliff.

However, they discover that the mysterious treasure-sniffing llama has led them to a cryptic cave chamber with a sand pyramid, on top of which lies a Prismarine Gauntlet.

Connected to the pyramid is a slot with a strange symbol. The Gauntlet whispers, "Jesse... The Slayer of the Wither Storm... The Savior of Sky City... The Liberator of Crown Mesa... The Old Builders' Downfall... This world's champion... This world's mightiest hero... The most worthy... Worthiest in all the land...", about me and how I became a real hero.

I climb to the top of the pyramid to pick the mysterious Gauntlet up. As soon as I touch the Gauntlet, it attaches itself to my hand and continues to whisper to me. Petra tries to help me take it off, but to no avail, until they are convinced that Gauntlet is completely stuck to me. Petra reveals that she has a feeling that I was meant to find the Gauntlet. As they talk, the pyramid shakes and collapses into an ominous, huge, Prismarine sinkhole in the ground. Petra pulls me into safety, and I wonder what the hole is. Petra calls it the Hellmouth.

Chapter 3

Me and Petra temporarily cover up the Heckmouth with dirt blocks. I believe that the slot with a strange symbol next to the pyramid is the solution to the Heckmouth problem. However, their way out is blocked by gravel that fell from seemingly nowhere. The two, along with the mysterious treasure-sniffing llama, escape through a hole in the ceiling of the cave.

After escaping the cave, I notice that the Heckmouth is too close to Beacontown, and Petra suggests that I leave a warning sign. I leave a sign that reads, "Keep off the grass."

I ask Petra about my Gauntlet, and Petra tells me about a treasure-hunter in Beacontown named Jack, who knows all about Prismarine and ocean monuments. She promises to take me to Jack's shop as soon as she deals with the "treasure-sniffing llama."

I question her about the llama, and Petra reveals about a person named Stella who tricked her. Stella apparently runs Champion City, a city located near Beacontown. She is obsessed with treasure and is not above cheating and lying to get them. Stella tricked Petra into giving her enchanted gold sword, "Miss Butter," and would not give it back until Petra starts doing quests, such as finding the escaped "treasure-sniffing llama," for her. I agree to help Petra retrieve her sword. Then, Petra and I decided to go to Champion City, which is south of Beacontown.

Petra leads me to Champion City, the city owned by Stella. Petra claims that it is a very strict city where all citizens owe Stella things and are forced to work for her. Stella makes sure that everything in the city is "organized." The llama seems reluctant to see Stella.

She brings Lluna to Stella, who is selling puppies to other citizens. Stella insults Beacontown, and me, Petra, and the llama push through the crowd to confront her, who greets the "treasure-sniffing llama." Stella introduces the llama as Lluna, and orders Rodrigo, a

bodyguard, to bring her home. While meeting me, she says, "Oh, look who it is: Jesse! Leader of Beacontown, and my sworn rival."

Stella immediately recognizes me as her "rival" despite the fact that they have never met before, and she asks me about the "rivalry" between Beacontown and Champion City. I explain to her that there is no such rivalry since I believe that the two cities will eventually get connected to make one big city later on.

Stella then offers to trade a puppy for my Prismarine Gauntlet, which she believes to be a treasure. I decline nicely. Petra demands her sword, "Miss Butter," and Stella refuses. She briefly talks with Petra, revealing that she lost her sword in a deal with her. Stella reveals that Petra came to her to become her champion and has lived in Champion City instead of Beacontown, but Petra hasn't told me about it because she didn't want to hurt my feelings. Stella leaves, and the two plan to get into Stella's treasure hall and take "Miss Butter." I sneak in through the puppy kennel. "No matter what happens, no matter how much I do, you're the big hero. You probably don't even remember what it's like adventuring out there, scrounging for resources. Just look at today! We were supposed to go on one adventure, and you were late. I can't even get my 'friends' to spend time with me. That was great. But it's hard to ignore that none of our friends are ever around anymore! Do you know how it feels to show up for quest after quest and just hearing, 'Aw man. I'm sorry. Next time! Next time!' It gets embarrassing.", says Petra at some point.

Since I decided to sneak in, I use the bones Stacy Plays gave me earlier to distract the wolf pups in the puppy kennel. They successfully sneak into the treasure hall and discover that what Stella put on display is merely "treasure" she got from other people. Petra starts talking to me about living in Champion City before blaming her friends for not being around her anymore.

They start looking for "Miss Butter," but it is gone. Suddenly, they see Stella, pretending to be Petra and playing with the sword, entering the room. They discover that she is simply a fan of the New Order of the Stone hoping to become like them. Stella is embarrassed and tells them just to take "Miss Butter" and pretend that it never happened.

Taking the sword, me and Petra leave the treasure hall while Stella shouts about how history will remember this day as an important day in their "rivalry." The two head back to Beacontown. Petra thanks me for helping her. They pass the Heckmouth, and my Prismarine Gauntlet starts whispering and making strange noises.

An enormous explosion takes place, exposing the Heckmouth, which starts spewing out Charged Creepers. They fight the creepers off, and my sword breaks. I punch them with my Prismarine Gauntlet and discover that the Gauntlet is powerful enough to destroy multiple creepers. The two then cover the Heckmouth up again with dirt. Night falls, and it begins to rain. Petra promises to bring me to Jack's shop immediately.

Chapter 4

The duo head into Beacontown. Petra brings me to Bad Luck Alley, a place where people who like to be "outside the rules" live. It is revealed that Petra has never actually met Jack before; she has only heard about him. She believes that Jack is a legend as well as her hero, and she is nervous to meet him. I advise her to just act like herself. This decision affects how Petra acts around Jack later. The two enter Jack & Nurm's Adventure Emporium (Jack's shop); Petra becomes excited when seeing Jack's treasures from all over the world. I find a button with a sign that reads "push for service" and push it.

Jack shows up, and Petra grows excited. Jack states that it was brave for me to push the button. Suddenly, he vanishes, appears behind them, and introduces himself as, "The Warriors of the Whispering Mountain call me 'The Stab-Walker.' The Air Titans of the East call me 'He Who Slashes Like Thunder.' But you may call me... Jack.". When he asks me what he can help them with, I show him the Prismarine Gauntlet. Jack is greatly shaken and lies, saying that he has never seen it before. After I expose his lie, Jack admits that he knows about the Gauntlet. He tells them that the Heckmouth is extremely deadly, and the strange symbol that I saw is the symbol of the Structure Block, an artifact capable of creating structures instantly, which can help them close the Heckmouth. The Structure Block can be found in an ocean monument called the Sea Temple. That means there are plans for a trip to the ocean to get the block.

A cartographer villager enters, and Jack introduces him as Nurm, the "genius behind all of their fine maps." Jack tells me and Petra that he cannot help them. He believes that the Sea Temple is an unnecessary danger, and he has vowed never to go there again. He shows them a map of the "entire world," similar to the one in the Temple of the Order of the Stone. With the

flick of a lever, he reveals more pieces to the map, showing that there are even more unexplored parts of the world beyond the world that most people know. However, there is one missing piece to the map, which Jack has thrown into a volcano.

It turns out that Jack has been through my situation before. Long ago, Jack, like me, had found a Prismarine Gauntlet. He, along with his two friends, Vos and Sammy, went to the Sea Temple. Only Jack was able to return alive. The loss of his friends traumatized Jack gravely and caused him to burn the map of the area. Jack tried to forget about the Sea Temple, but due to his "perfect sense of direction," he could not forget its location.

After some discussion, Jack reluctantly agrees to take them to the Sea Temple. I encourage him to face his demons, and Jack says that I have inspired him. He and Nurm leave to pack their adventuring things, and me and Petra talk about Jack. Nurm joins my gang in order to make a new map for the area around the Sea Temple. Jack says that I look too "squishy" for an adventure, and I then head to the Order Hall to take my armor.

My gang, along with Jack and Nurm, arrive in the Order Hall, and Radar starts explaining to me about various Founding Day duties. I let him finish. I then explain to him that I need to leave for an adventure in order to save the town from the Heckmouth. Radar asks me about who will protect the town, and I leave Radar in charge, saying that, "Short version? The town's in danger. I stopped it for now, but I think this can help me fix it permanently. I'll be gone for a little bit." Jack scares Radar, who leaves.

Jack admires my treasures and believes that I am on my way to becoming a great adventurer. I then use Olivia's new "armor-up sequence" to reveal my armor, and then I choose new armor based on the one I chose to defeat the Wither Storm before. Petra apologizes to me

for causing all the trouble, and the group sets off for "Doom Sea," as coined by Jack, where the Sea Temple is. Then, the group travels and begins the trip to the Sea Temple.

After traveling for a long time, the group arrives at an island, which Jack and his gang used as a staging area on their last adventure to the Sea Temple. Jack tells his adventure stories and mentions an "amazing woodland mansion." Petra seems interested, and I am a little annoyed. Jack gives the group a warning, saying that the "rules" of the world do not always apply on the Sea Temple, possibly because the Temple was supposedly built by the Admin. According to Jack, the Admin is supposedly an ancient person who created the world. Jack denies the Admin's existence, while Nurm is certain that the Admin exists.

Using his "perfect internal compass," Jack locates the Sea Temple and offers special enchanted helmets to help them breathe underwater, which he picked up from "the Deep Dwellers of Hon'bar Crevasse." The group dives into the ocean with the helmets. They pass shoals of fish and land on a ridge, and Jack, using his "compass," points them to the direction of the Temple. Petra again fangirls over Jack. They swim across the ocean and land on another ledge, in front of the Sea Temple - a large, prismarine ocean monument.

As soon as my eyes leave the temple, I stare into a guardian, who swims towards the group and attacks them. I draw out my sword and kill the guardian, only to be confronted by a group of guardians. They retreat towards the Temple's entrance, which I use my Prismarine Gauntlet as a key to open. As I put the Gauntlet in a hole, a mechanism activates and kills the group of guardians and opens the Temple gate. As more guardians follow up to them, my group enters the Temple. Then, the group goes in to try to find the structure block.

Chapter 5

The group enters the Temple, and sponges come out and soak up the water. They take off their helmets and begin to explore the Temple to search for the Structure Block. They enter the first room, which contains four Prismarine Colossi. The Colossi's heads seem to follow them as they walk. Jack explains confidently to Petra how the carvings on the prismarine in this Temple is different from that of anywhere else in the world. As they leave, however, Jack starts to suffer from PTSD and becomes scared. He stops, and Petra scouts ahead. I press him to continue. Jack wants to keep the fact that he is scared a secret from Petra, since she is his fan. After I encourage Jack, they continue and see the next door, which I again open with my Gauntlet. Right after they walk through the door, however, it closes shut behind them.

The second room, according to Jack, is a test to see "whether the adventure is worthy of the Structure Block." There are Elder Guardians kept in "bubbles' ' of floating water, and the adventurer must use the sponges to soak up the water and kill the Elder Guardians. Nurm believes that it is the Admin who caused the water to float in mid-air, and Jack scoffs at the idea. Petra proposes that one of them distracts the Guardians while the others use the sponges. I make some distractions to the other Guardians in the temple.

I either distract the Guardians. However, when Jack attempts to kill a Guardian, he sees the inventory of his deceased friend, Sammy, on the side and becomes traumatized. I have to kill the Guardian for him. After the Guardians are defeated, Jack apologizes and collects Sammy's inventory, saying that he wants to be alone for a while, and Petra shows concern.

I start to find a way to open the door that leads out of the room. I can notice several cages on the ceiling made out of Glowing Obsidian, and since I choose to look at it, I have a con-

versation with a person who is trapped in one of the cages who believes that if I open the door, his cage should open as well. I use dark prismarine blocks, crafted with prismarine crystals and prismarine shards dropped by the Elder Guardians, as well as dark prismarine found inside a chest to create a pattern on the door. I solve the puzzle and open up the door to the final room.

Upon opening the door, the glowing obsidian cages open, and a person falls out of one of them. Jack recognizes him as his friend Vos, who has apparently survived. They reunite, and Vos praises me for making it further into the Temple than anyone before. Vos wishes to escape and see the sunshine again, but I decide to go deeper. They enter a corridor with lots of smaller prismarine statues. I see another door and use my Gauntlet to open it, but this activates the prismarine statues, which come to life and chase them. My group quickly escapes through the door, which closes before the statues can go through it. They have entered the final room, where the Structure Block should be. Vos then says, "Excellent, excellent. Well if I'm not mistaken, you've just made it further into this temple than anyone ever before. You are truly something special." This all happens before the group climbs some stairs.

The group climbs some stairs, and I see a strange, portal-shaped terminal that I feel is important in some way. In the room, I also see some runes on the walls, and Nurm translates it for me. It appears to be the legend of the Admin, which Jack believes to be a "bunch of superstitious malarkey." Nurm translates, "Once the world was flat: No mountains, no rivers, no trees. Until the Admin built the mountains, sculpted the rivers, crafted the trees. The Admin saw there were no more heroes worthy of his challenges, so he left this world until the next great heroes emerged." I am then so excited to find the structure block. This is one of the important blocks that I can obtain and be used whenever I need something.

I then find two Structure Blocks, the "Tower of the Warrior," which creates an arrow tower and "The Wall of the Builder," which creates an obsidian wall. I choose the Tower of the Warrior, and the other one disappears. I cannot choose both structure blocks.

What I feel about the structure block is that it impacts the way I make my story. I like to do something special, so I can be included in an expanding story. The structure block is for sure going to shape the future and get featured in many of my stories. I am then expecting that this is going to expand and keep going. I have already fought off many of the enemies, but the block may help me fight better and also make me a hero. However, I was already a hero before. I just became a hero a long time ago, but it took a very long time for me to become one.

If I want to become a hero again, I have to use my blocks and all of the items I already have to my full power. This can shorten the time for me to become a hero once again.

Chapter 6

Before they can leave, the prismarine statues from before break through the door and enter the room, attacking the group. I dodge the attacks and places down the Structure Block that I chose, destroying some of them with arrows. Midway in the attack, a large Prismarine Colossus breaks through the wall with its arm and greets me, who is surprised that it can talk.

I then fight a prismarine statue and defeat it by stabbing its "weak point" on the back of its head. Meanwhile, the Prismarine Colossus has now broken down the wall and busts into the room, attempting to kill me and the group. It starts to smash the platforms with its arm, but I dodge the attacks. Then, the colossus says, "I PLACED EVERY BLOCK YOU EVER STOOD ON, AND I PROMISE, I WILL PLACE THE BLOCKS THAT COVER YOUR GRAVE!"

Petra is now dangling on a platform and trying to reach her sword, "Miss Butter," and Jack, Nurm, and Vos are having difficulty defending themselves against the smaller prismarine statues. I help Petra get her sword and attempt to save Jack’s group.

Since I choose to help Petra first, I run over, pull Petra up, and help retrieve her sword. Jack is then slashed in the face by a prismarine statue's axe, causing him to lose his "bad eye."

Anyways, water begins to leak into the Sea Temple, flooding over the platforms there. Realizing that the group now has nowhere to run, the Prismarine Colossus smashes his arm against me, who grabs on to his hand. The Colossus deems me resilient and attempts to smash me against a wall, and then the ceiling. I fall off his hand, but more water begins to leak in through the hole that the Colossus created.

The Colossus then says that he had placed every block that I had ever stepped on, revealing that he was actually the Admin. The group then decides to swim out through the

waterfall that the Colossus created earlier by smashing the ceiling. The Admin tries to kill them, but the group barely escapes from the hole in the ceiling. Then they head back to Beacontown.

The group then enters the Heckmouth area, where they fight off the charged creepers and close off the Heckmouth with the Structure Block. They head back into town, where the citizens are celebrating Founding Day. Radar reports to me.

Since I left him in charge of Beacontown, he says that it has been a lot of work.

I also showed the citizens the Structure Block that I had retrieved. The town celebrates my victory and the escape of the giant colossus who is known as the admin.

Since I chose to help Petra, Jack gets an eyepatch over his damaged eye. Jack then offers to go on his next adventure with Vos and Petra. Petra decides to stay with me.

I then ponder over what to do with my Prismarine Gauntlet, which is still stuck on my hand. But suddenly, the ground shakes, and townspeople become terrified. The Admin has followed me to the town, and looks at the town as it says, "JESSE! YOU THOUGHT YOU COULD JUST RUN AWAY FROM THE ADMIN? YOU'VE REALLY GOT MY ATTENTION NOW." This means that I thought I would escape from the admin, but I failed to do so.

Epilogue

Before the admin chases me into town, Lukas writes at his cabin. The Admin, however, stomps towards Beacontown near the cabin. Realizing Beacontown is in danger, Lukas puts on his armor, gets his bow, and hops on his horse to go save the town. He says, "Beacontown! Looks like it's time, um, to write the next chapter."

Beacontown is now threatened by the admin. Will the town and the city be saved? Or will the admin manage to cause destruction and a lot of chaos? What do you think?

TEN

Giant Consequences

Prologue

As Lukas writes at the cabin, he summarizes the whole story from the founding day of the town all the way to noticing that Beacontown is in danger. The story begins with just a simple visit to Beacontown and help the citizens with the founding day. This was originally going to happen with just a normal day whatsoever. I was supposed to participate in the day in which I may have done while some of my other friends have to go to their respective towns to take leadership.

After several events of my friends luring me into places beyond Beacontown and going into adventures, I noticed that not all of the map has been explored. This is where the main part of the adventure has gone in which I must face a few enemies from an adventure.

During the first adventure in a while, I remember having to save one of my friends in which my decision comes depending on if I am more related or not. Then, I have to be able to fight several more enemies. This takes place in the sea temple that new friends are talking about

and that nobody has ever explored before. I wonder if a place within the map that has not been out yet is considered an adventure because the adventure is surrounded by places that are known by many citizens of Beacontown and other nearby towns in the area.

The enemies I have to face during my adventure with new friends tend to be bigger than the ones I have encountered a few months to years ago. They seem strong to me, and I don't even know a lot of information about the enemies. They are unknown. However, the map reveals that the location is missing due to some volcano inside of the water and the temple that comes nearby where the mobs that are big live. The temple is similar to a city but populated by unfriendly big mobs that seem very difficult to fight. I then lead my group out of the temple to safety.

I thought I am safe from the adventures until I find out that I cannot get away from the mobs from the temple, and that one of them, the Admin, makes it into town as a threat.

Chapter 1

Upon the arrival of the Admin (who is in the form of the Prismarine Colossus), the citizens of Beacontown stare in fear as he watches over them. The admin introduces himself at first loudly and then wants attention to the gauntlet-bearer, me. He demands that I speak to him. Meanwhile, the citizens watch the show as me and the admin face each other, wishing that the town is not going to be destroyed. I also really wish I can fix the problem. It is nearly impossible to defeat the admin I think, but at the same time I fight myself that I am capable of defeating the admin and saving the town if the admin happens to be a threat. They talk about my successes and achievements until the Admin reveals that I have to face off the Admin himself. He smashes the platform I am standing on, and begins to attack the town, forcing the citizens to flee. The gate is then destroyed, with the admin telling me to fight him or else the town is going to be destroyed. I agree to fight as a champion since this is the only way I can save the town.

Before he does, he changes the time to nighttime with a clock, because he claims that "fighting in broad daylight is boring" and that he wants some drama. With the gate smashed, the monsters come into town to help the admin fight me. This is what the admin wants because he wants to add some “drama” to the fight. While my friends fight the hostile mobs, me and Petra concoct a plan while Jack distracts the Colossus, I would place down the Structure Block I obtained earlier multiple times to help protect the citizens from the monsters and attack the Colossus. The Admin, however, attacks me, who loses the structure block. The colossus eats it, causing me to run off from the battle. I then get scared just for a bit.

The admin says, "DO YOU REALLY THINK YOU CAN DEFEAT ME, JESSE?"

"I don't think. I know.", I say.

After sneaking around town, I find a way to defeat the Admin, but he interrupts them. The Admin attempts to eat me, who is barely saved by Lukas, who had fired an arrow into the colossus' eye. Lukas and I rode off on Lukas' horse. While Lukas distracts the Admin, I am able to defeat him by climbing onto the colossus and hitting the back of his head. After his defeat, he explodes into prismarine and drops the clock.

However, the clock is able to change the time of day. I cannot believe that the admin is controlling everything with his ability to change time. That means the whole world is shocked when the time of day changes suddenly. For example, those who are living in my area and in my side of the world see a change from the late afternoon to the night. Those on the other side of the world see a change from the night to day, meaning that those who eat dinner may see a sudden change to the breakfast hours. I need to find a way to restore the time back to normal.

Chapter 2

While Petra, Jack, and several others continue to fight the hostile mobs, me, Radar, and Lukas change the time on the clock back to day. The Beacontown citizens begin to rebuild the town out of the Colossus' remains. Meanwhile, Radar and Lukas both volunteer to protect the clock to prevent someone from changing the time to day yet again, so I choose either one of them to guard it. I choose Radar to guard the clock.

Radar says, "The minute I see anything out of the ordinary I'm coming to get you as fast as my hustle sticks will carry me. My, uh, my legs." Since Radar is chosen, he swears to protect the clock, leaving Lukas and I to explore the town. Lukas will go to Radar to check on the clock a while later. Then, there was trouble when something was smashed during the battle.

Because the Admin smashed Reuben's Memorial during the battle, I also rebuilt it. With the help of Nell who tells me that Petra is waiting for them, I meet up with Jack and Vos, who were crafting prismarine items and discussing a new adventure they were planning to do. However, Nurm arrives with Petra, who is surprised to see me with the duo. She sheepishly reveals to me that she is also going on the adventure with Jack and his gang, without telling me.

Before anyone else can say anything further, snow starts to fall on the town. When some snow that landed on my gauntlet causes it to glow, they realize that the snow is another one of the Admin's doings. As soon as that happens, the Admin, in the form of his snowman, appears. After he sets the time to night again, he unleashes a series of his mobs, forcing the citizens to flee. Me and my gang escaped the mobs and set off to get the clock back from the Admin's Icy Palace of Despair, where he had revealed earlier that inside was another challenge made for me. I also instructed Nurm, Stampy Cat and Stacy Plays to protect the city and seal up the town's gate

before leaving. Then, the gang has an effort to protect the town since the town is still in danger. They have to take away the hostile mobs and fix the town borders.

On the way to the palace, Petra, who still feels guilty for not telling me about her future adventure, confides to them that she truly wants them to be happy; she just wants to find her "true calling" like their other friends had done. During the middle of their conversation, the group meet Lluna and Stella, the latter trying to find out how the snow started, particularly in her city. The two decide to join the group on their quest.

Chapter 3

After more walking, the group finally finds the palace. Lukas finds the clock on the very top of the palace. While the group chats, Stella reveals that Radar used to be an assistant on the team and says, "Oh, I thought I recognized you! You're the quitter who used to work on my inventory management team!", and Radar used to live in Champion City, much to my shock. Afterwards, I find a mystery lever around the corner, which sets off fireworks and summons the Admin. He starts mooching off about how great the challenge will be to everyone, while explaining more about the challenge: whoever reaches the clock and smashes it first will be hanging out with the Admin more in the future. To start it off, he makes me and company fall into a hole he summoned, leading them into the palace.

Chapter 4

Everyone lands on the icy floor, where above their heads the hole sealed shut. Stella develops a plan in which she would prevent the rest of my group from reaching the clock just for herself, claiming that being with the Admin would help benefit her needs. With nowhere else to go, the group reach two entrances with minecarts on two minecart tracks. Lluna, sniffing out the way to the clock, goes with Stella to find it, and enters one of the tracks. Petra and Jack go after them, while Lukas disagrees and goes with Radar. I can choose to either go with Petra's group or Lukas'. Whichever choice I make would take everyone through the minecart network and into another minecart gate at the end of the track.

Since I go with Lukas' group, they discover that the Admin was waiting for them near what appears to be a shooting gallery. He summons Vos and instructs the quartet to hit all the targets, or "mobs." At some point, Vos says, "Well, that is certainly a woman who knows what she wants." After I find a bow and some arrows, they start shooting the "mobs." If they fail to hit all the mobs or hit an "villager," they will get shot themselves. When the challenge is completed, parts of the ground give way and an Iron Golem knocks Vos into the water underneath. However, me, Lukas, and Radar defeat the mobs by ripping off the pumpkin head of one of the golems and use it to unlock the door.

Chapter 5

After completing the challenges, me and the group meet up with the other group. They find Vos and Stella, floating in the water towards the top of the palace. Immediately afterwards, I say, "Stella's been totally impossible but that doesn't mean we shouldn't help her.", and the Admin suddenly appears and flings Jack into another room. The group pursues Jack into the room, where Jack is shot by a Shulker. I then use the Shulkers to float up to them. When they reach Jack, they try floating to a door nearby, only for them to get knocked off and fall back onto the ground. This is basically a failure that almost nobody can float themselves.

I manage to hear Lluna on the opposite side of the wall, and they craft a diamond pickaxe to mine through. When me and company reunite with Lluna, however, they all are hit by Shulkers and are sent floating upwards through the ceiling.

Chapter 6

The group floats up until they find Stella and Radar trapped in ice. However, everyone begins to get surrounded by Icy Ender Creepers, another one of the Admin's creations. After I choose who should reset the clock, Petra, who is not chosen, and Lukas fight off the enemies while I free Radar and Stella. While Jack, who is the one chosen, climbs up to get the clock, the rest of the group makes it up to the top, where Jack sets back the time, and destroys the clock. That means a big change to the entire world and earth going back to normal.

As a result of the time being changed earlier, the calendar has been messed up. Since the clock is destroyed, I need to restore the calendar back to normal. However, the clock can be able to change the time of day if it is built like the one from the admin.

The invention, along with portals, are very extreme for the time and location. However, these are different. The big clock can only be used by an organization who all agree to change the time. Other than that, the world has to face a normal time and calendar.

The clock can do multiple things. It can change the time of day. It can speed or slow the motion of earth and possibly the sun’s movement. It can even reconfigure the tilt of the earth as well. This may explain why different places on earth used to change the climate. Unlike normal patterns of climate change, biomes on earth appear in weird places such as jungles near the poles and very cold climates in some places near the equator, and deserts can appear anywhere.

But only the world leaders decide as a group and country to change the time of day or the rate. Usually, the world ticks in and 24 hours per day, in which most people are familiar with the 20-minute day. Sometimes, the clock changes to make the rotation 72 times slower than normal, all caused by an admin living in a hidden ocean temple that nobody else knows.

After the clock is destroyed, Vos starts to act suspiciously, leaving everyone suspicious of him themselves. Eventually, he reveals himself to be the Admin, who confirms that the real Vos had died years ago. This strikes Jack severely, but before he can continue grieving, the Admin ridicules me about how they did not reach the clock and let Jack do it instead. The Admin then lifts Petra, me, and Jack in the air. At some point, he says, "Oh, don't even worry about it. It's not for a loser like you to worry about where the cool people go." Whoever destroyed the clock gets the Prismarine Gauntlet, now colored red. He teleports them to an unknown location, while he teleports me and Petra through the portal curriculum.

Epilogue

"You must be in a special class of trouble to end up here...". A voice explains what the building he is inside of (foreshadowing the Sunshine Institute) is to you. He illustrates the qualities of the building, the status of its inhabitants, and what that Admin is planning to do with those people. The next location and scene is Prisoner X in her Straitjacket and Muzzle, cackling evilly.

ELEVEN

Jailhouse Block

Prologue

The world can be a scary place with some villains that are larger than life. This is explained for example when the admin breaks into town. Once that happened, I was forced to fight the admin in a giant form. This is very hard at first, but I have enough materials to defeat the admin. What makes the fight challenging was that the admin was able to change the time from day to night in order to let the monsters in. This proves that now the admin is a threat to the world.

Beyond the fight though was when I was able to go into some adventures to deal with the clock. We all deal with what is going to happen with the clock and the time during most of the night after fighting the admin. Now we all have to save the world with stress.

Going to an unknown place is also stressful. This is because there is not any known and learned information about the place, and that the place can be full of things that are against us. We never know if we are in a trap or not. This is why often we get trapped. In order to avoid this,

we must learn how to deal with what is unknown. We also have to be aware and identify things that can be a hazard to us. We sometimes forget about this and encounter something that can lead to harm in which we do not want, and that it can expand to the whole world. It always seems like the world is depending on us in order to fix and save the world once again.

However, this is a lot more different. During the time where we have to fix everything and think that the world has been saved, we notice that a friend that was claimed to be dead is seemingly alive. He even has a voice that makes us think he survived the whole fight before, even acting like friends. We become so excited that one of the friends is back with us until the very end of the point where we cannot believe something happens.

At the very end of the point, we cannot believe a friend turns and changes its voice to its real figure, only to find out that the admin is not defeated and that the friend is only fake.

Chapter 1

After being sent through the portal curriculum by the Admin, I fall onto some bedrock having been stripped of their items and now in a new outfit. I seem like now I am being sent to prison for trying to defy the Admin. Then, I do not know where to go or escape yet.

A jukebox nearby repeatedly instructs me to follow an “orange line” to the check-in zone, making me realize that the Admin teleported them to a prison and my new outfit is that of a prisoner's outfit. Since I look up, the jukebox will also warn me that failing to do so will release the lava above them and kill me. This means I really must follow the orange line in the prison that leads to where I have to go right now. I also cannot believe that I am in a strange location which is somewhere where lava is above me. I cannot believe the Admin built a lava trap above the ceiling that can be opened. If the ceiling is opened, there is a trap that nobody would survive except for those with the right potion to use. I do not have anything, and I am too scared to be in an unknown place. I am also afraid that the boss is strict and can get me killed if I make one mistake that cannot be true in an admin story. That means I have to follow the orange line with no exceptions or words against the rules. With no choice, I follow the orange line and keep going without stopping until I reach a sign reading "Sunshine Institute."

Suddenly, a Prison Golem, whose name is “Large Henry”, appears right behind me, and I run until I encounter the Warden. The Warden informs me about the Sunshine Institute and leads me inside, only to remember that another arrival has arrived around the same time as I did.

The arrival turns out to be Petra, who did not save the clock, and they take down the Warden before I tell them to escape. However, the Warden calls a horde of guard members called the Associates and Prison Golems down to pursue me and Petra. The duo sprint through the

obsidian maze in front of them to try to escape, all while avoiding mobs the Admin had created, such as Prison Zombies, Prison Slime, and Prison Spiders. Unfortunately, another Prison Golem captures me and Petra, and takes them back to the Warden, who says, "Five minutes and already apprehended in an escape attempt? That is just... that is just RUDE.". The Warden then takes Petra to a place called the "Mush Room," and me to the Warden's office, but not before the Prison Golem carrying them knocks me out.

This is what I get for trying to escape an unknown location. I know that there are a lot of hostile mobs out there, but those mobs are only hostile to those who do not follow instructions, which is us. We do not follow the instructions because we are not supposed to belong to prison. We are supposed to save the world, but the prison is created by the main enemy in this section of an event. That also means we need to save, win, and overall end this and the war.

Chapter 2

The Warden orders me to close the office door, in which I agree to do so. I look outside the window into the MushRoom, where Radar, Nurm, and Petra can be seen being dragged and pushed around by two Prison Golems. While the Warden chats to me about his promotion to being the Warden, his Prison Golem fetches Radar from underneath. As soon as Radar arrives, the Warden shoves him under a machine called the "Iron Breathtaker," which is designed to literally take the breath away of the one underneath it. Meanwhile, the Warden gives me a choice to stay as a prisoner or be promoted to an Associate.

Because I agree to be promoted, they are given new clothes that symbolize the sign of being an Associate. Radar expresses fright when he hears that I agreed to the promotion.

After Radar is freed from the Iron Breathtaker, Stella steps in the office wearing Associate clothes, much to my dismay. After she greets me, the Warden is surprised to see that Stella and I knew each other before. She attempts to fuel my anger by telling the Warden about my shortcomings and making them look bad in front of him before the Warden discusses some more details about the Sunshine Institute. Before he can say anything further, Stella calls everyone to exit the office while promising to get the Warden's job.

When me and company enter the MushRoom, Radar confides to them that he is hungry. There, they meet another Associate called Anthony, who gives them bowls and explains that the prisoners make mushroom stew using their bowl and the mushrooms that grow from its pit.

With the Warden gone for now, I roam around the MushRoom and complete the following things:

1. I talk to the guards or other guests (such as Brick) about how the Sunshine Institute runs.

2. I make a statue of a mushroom of the guest Rob to paint on his canvas before judging Rob's painting.

3. I find a guest punching the stone floor, who tells them that they are busting out of the building. However, he reveals that anyone who breaks the blocks gets mining fatigue.

4. I reunited with Petra and Nurm.

Above my head, they hear the Admin's voice, only to find out that it is actually coming from a jukebox in the ceiling.

Because I am an Associate, Anthony will give them cocoa beans so they can make a cookie for Radar. However, Anthony confesses that none of the ingredients the guards have are approved by the Warden. After Anthony also reveals that he has no wheat for me, they go to speak with Oxblood, a muscular red person who apparently has a stash of wheat. At first Oxblood refuses, but after some debate he finally gives me the wheat. They then show Anthony the cookie ingredients, where he tells them that the ingredients are now theirs.

However, when I retrieve the ingredients, another guest under the name Terry starts attacking me with a wooden sword. The Warden suddenly arrives, and I pin the blame on Terry. As punishment, the Warden sends Terry to the zombie mines while I craft the cookie or mushroom stew for Radar to eat. Radar abruptly acts strange afterwards; he plans to be "Prison Radar," ripping off his sleeves and acting tough in the Institute.

Before Radar can show off his fierceness, however, an alarm sounds, causing the guests to retreat into their cells, and the reason is claimed by an Associate to be because "PRISONER X HAS ESCAPED! I REPEAT, PRISONER X HAS ESCAPED!". Now with Petra and Nurm with me and Radar, I make a plan to get in trouble to enter Cellblock X, a private cell Prisoner X

resides in. This is solved when I break into Oxblood's cell and find a hidden room, where they discover a mooshroom hiding inside. All the guests enter afterwards and they move the mooshroom outside, where he provides mushroom soup for the guests.

Sadly, the Warden, along with Anthony, discovers what was going on. Anthony hands over a pair of shears to me, where they are ordered to shear a mooshroom, whose name is revealed to be Geoff, and is called Geoffy by Oxblood, in order to be promoted to being an Associate, while Oxblood begged me not to do it. Since I shear Geoff, I am promoted to be an Associate. In fact, being an Associate is the best choice I can make based on thinking.

Chapter 3

Stella, who is accompanied by Lluna, takes me to the zombie mines, where several prisoners are busy munching on zombie flesh. At first, Stella gets sappy and pretends to like her work there, but afterwards she confesses that she doesn't really like it. While chatting, she reveals that Prisoner X has been recaptured and is now back in her cell, leaving me intrigued and even more determined to break in. Because I am an Associate, I get surprised to see their friends have followed them, and my friends admit they caused some trouble to enter the zombie mines.

I explore the zombie mines, where they find out that a hidden redstone circuit in the wall is exposed and opens the door to the hallway leading to Prisoner X's cell and possibly collect some zombie flesh. Eventually, they will confront Stella to get the resources needed for a lever to activate the aforementioned circuit.

I let Stella join the group. She'll express delight and stay seated. This is because I always tend to support anyone who I think can become my friend.

As soon as I craft the lever, the zombie spawners start spawning zombies, which I avoid. They make it to the redstone circuit, and open the door. Just as they and their friends are about to enter, though, the Admin unexpectedly arrives, makes me and their friends float upwards to him, and make the remainder of the inhabitants of the zombie mines disappear. The Admin also summons Jack, who is the Admin's champion, and the Warden eating cake off-guard. Consequent to seeing the Warden, the Admin fires him for not keeping me in line, before proceeding to summon a battle arena for me and Jack, for the sake of killing me. The tables turn when both attempt to strike the Admin instead, but their swords vanish before they do strike. Enraged, the Admin threatens to abandon the Institute, and takes out his anger by removing the

Prismarine Gauntlet on his champion's hand, putting it on his own hand, and says, "Heh. I'm gonna have loads of friends soon. After all... everyone loves Jesse, right?" as he begins to transform into me, which is my figure. The Admin also asks Stella to come with him, wherein she either will be unwilling if she joins me or something happens.

Chapter 4

Before the Admin takes himself and Stella up to the Overworld, he discloses to me that he plans by saying, "Stella is just the beginning. Your other friends will fall in line, too. Lukas, Axel, Olivia... all of them. Don't worry. I'll take good care of Beacontown." while looking like me. My friends seize the opportunity to visit Prisoner X with the door open. While following the hallway Petra shares their horrific experience while being the Admin's champion. They even managed to witness Beacontown, which is in a state of worry. The experience left Petra in a state of despair, but before the conversation can go on I accidentally trigger the Institute's security feature, and only they, Nurm, and Lluna make it to the other side of the closing iron bars. The three are forced to venture off without the other half of the group.

Once the closing iron bars are off, I have to adapt to being separated from my friends. I also have to wait for the right time until all of my friends have been reunited. I remember this event happening before in which I triggered a trap, and a door separated my gang into two groups, who wish that they are reunited together very soon. This time, I have to wait for the right time before I can even reunite with the two friends. However, I have to find a way out.

Inside Cellblock X, they find Prisoner X, who turns out to be a woman wearing a straitjacket and muzzle that prevents her from speaking. I remove the muzzle, causing her to yell at the trio fiercely. Prisoner X, now able to speak, reveals more information, including her and the Admin's names, Xara and Romeo respectively. The conversation goes wild, but I manage to convince her to go with Prisoner X. However, there is a condition; in order for Xara to escape Cellblock X without activating the TNT trap above her and killing her, at least one stone pressure plate (multiple of those plates serve as the ground of the cell) must be stepped on (not just an

object, as they are too lightweight to activate a plate alone). I reluctantly choose between leaving Nurm of Lluna behind. I am uncertain to choose until I have to make a quick decision.

I do not know why I cannot bring both friends with me and leave nobody behind. Maybe I have to leave someone behind to watch and make sure nobody dies in the trap. I choose based on what is best to come with me and the upcoming reaction to one of my friends. Finally, I bring Nurm with me, meaning I leave Lluna behind, so I can allow a reunion for Jack upstairs.

Chapter 5

Nurm and I exit the cell with Xara, who already took off her straight jacket. They reunite with the group. Because Nurm was brought, he will tearfully tell Jack that Lluna was left behind. Jack becomes grateful that Nurm went with me despite his objections, although Nurm will still feel guilty. I believe that Lluna would wait until getting some help from the owner.

While everyone exits, they encounter three Associates, who have overheard about the Warden's demotion, fleeing from the opposite direction, and two prisoners pursuing the Warden. My group also finds a room full of weapons, which they grab before exiting the Sunshine Institute. Oxblood will come and will be pleased or disgruntled, depending on whether Geoff is sheared or not, but Xara scares him off. Outside, more prisoners surround the Warden, who threatens to blow them up, but upon seeing Xara, everyone except the Warden retreats. As my group confronts the Warden, he reveals that Xara used to be an Admin (Romeo took her powers away), and the Warden promised Romeo to keep her imprisoned. However, before he can kill everyone and their surroundings via TNT, an arrow fires into his chest, killing him. Everyone turns to face Xara, who was actually the one who killed him. Clearing the confusion and suspicion, Xara confirms what the Warden was telling the truth, but stripping an Admin of their powers is difficult. Then, the maze comes where everyone has to enter it.

Everyone enters the obsidian maze, which they navigate through until me and Xara climb over a wall. They discover a diamond tower not far away, which Xara claims to be the ticket out of the Sunshine Institute. Suddenly, Xara runs off without them, but before they can pursue Xara, a Giant Ghast, a three-faced Ghast, emerges from behind. With the unintended help of other Ghasts, I kill the Giant Ghast by stabbing it through their head and say, "Oh, that? It's just my

perfect reflexes and photographic muscle memory.". Unfortunately, they lose track of Xara in the process until they find her trying to take out another Ghast. I chose only one option.

I help Xara kill the Ghast. Xara runs off with me and their group, where Xara shows her appreciation to me while they run.

Chapter 6

The group continues to rush through the maze until they reach the diamond tower. Along the way, she mentions a third Admin named Fred, who died when he and Xara attempted to fight Romeo for control over their world. Xara and Fred lost. When they reach the tower, it appears to be short. Jack says to Xara, "Everyone knows there's nothing under the bedrock except...nothing! And also certain death.", as soon as the diamond tower is reached by everyone. Confused, Petra and Jack claim that the tower is useless because it does not take anyone up. It turns out that the tower takes people down, way below the bedrock, where she claims that the key to defeating Romeo, which Fred discovered lies under.

Unfortunately for Xara, Petra and Jack believe that there is nothing below the bedrock, Jack being even more suspicious having been fooled by Romeo when he pretended to be his friend Vos in the previous times. He threatens to not go along with Xara, but upon the arrival of more monsters from the maze he turns back and the whole group jumps down the tower. As they do, another monster, which appears to be a Giant Enderman, arrives not far off from the premises and shrieks. Then, we make a checkpoint as we are going to go below the bedrock.

Epilogue

The Admin, disguised as me and with the gauntlet, in the Order Hall rambles about preventing me, as me and their gang from blowing his cover. He then throws the Amulet to a ninja standing in front of him. The Admin instructs the ninja to make sure me and my gang are still in the Underneath, to which the ninja disappears via smoke bomb afterwards in search of the aforementioned people. As the Admin cackles at the end, he says, "Run, run, run Jesse... as fast as you can. Hahahahaha!", and his eyes glow bright yellow and red.

TWELVE

Below the Bedrock

Prologue

Like every end and start of each point, we think to the last point where we spend prison time in a special jail. The jail happens to be made by the admin and is used for those who are against the admin like us, in which we are supposed to be heroes. We cannot believe the admin has more powers than just being a giant figure. Even after we defeat the giant figure, there are far more powers the admin can have. We keep facing the effects of the admin around this time.

For example, the admin can turn into a figure that looks like me or my friends, even gaining the voice in order to trick us. We even get tricked by the admin when we first see him as an old friend Vos. We even call the figure Vos before he turns into the real admin.

From there, the admin controls everything, even the gauntlet. The gauntlet is the item we cannot remove except the admin. The admin even sends us to prison in which we are inmates of those that we are supposed to be heroes. During prison time, we often face the admin having the

power to turn into my figure and have the same voice as me. That means my friend confuses me and cannot identify who I really am. This is because there is a half chance that asking me if I am real or not that I am going to be either real or controlled by the admin. Sometimes, my friends get tricked by thinking that the admin is a friend because he looks exactly like me and has the same voice. He even claims that he is me as a real person in order to trick my friends even more.

At some point, I believe that my friends that are tricked face the effects of the admin at the very end of the trick after the claim and belief that the admin is really me while hiding somewhere else. The admin even plays nice to my friends in prison and acts like me. He even goes on adventures with my friends, pretending to become a hero and finding where the “admin” is and how to save the world. It turns out that the admin is very powerful and can obtain the brains of anyone, in which he has a lot more powers than what we are really expecting.

Chapter 1

After escaping the Sunshine Institute, my gang navigates down the diamond tower they just leaped down from. Along the way, Xara guides everyone down safely, showing them the view of The Underneath from the tower and the room where Romeo killed Fred while he and Xara fought Romeo for control of the world. In the middle of the trip, a Giant Enderman suddenly appears in front of the tower, forcing the group to jump down faster and be in pursuit of The Oasis, Xara's city. Meanwhile, I suddenly spot a figure dressed in ninja attire in the distance. However, Petra calls me to catch up with the group, so they are forced to do so.

I cannot believe there is something below the Sunshine Institute. I also cannot believe the prison is underground down to the bedrock. I thought that going below the bedrock is either the void or another layer which is either the Nether or a hard layer somewhere in between the Nether and the overworld. However, the Underneath is a place below the bedrock where I am expected to spend a lot of time in the main place I am in. I do not know how someone managed to mine the bedrock, but I guess the admin is strong enough to mine and build structures quickly.

When everyone reaches The Oasis, the group splits off in search of ways to go back to the Overworld and defeat Romeo. The search is stopped when a loud cry comes from Xara, who is crouched over the spot where her bed was. Sobbing, she remembers one of her promises, which is to sleep when she reaches home in order to think up a way to defeat Romeo; but now that her bed is gone, she cannot fulfill it and says, "Augh! Look-- at-- this! My bed...gone.". This overwhelms her deeply and leaves her with little hope, but she does shake that aside for a while, and she finds the portal that she built in a building (it is currently broken, and Romeo took all the credit for building it). Xara explains to my group that when the portal is fixed, it takes those that

enter it to the place where the origin of an object placed in the portal's item frame came from. Also, with my encouragement, she concocts a plan; while she fixes the portal, me and my friends find an object from their home to place for the portal and Fred's weapon that would defeat Romeo, which is in his town, Fred's Keep. A horde of mobs, including the Giant Enderman, drive the group away from The Oasis and they stow away via minecart.

Chapter 2

Before the group can cross over a bridge, the Giant Enderman suddenly appears in front of it and breaks the track, forcing the group to jump off in different directions. me and Jack become separated from the others and nearly die holding on to the edge of the cliff. A band of scavengers notice them and offer a deal: in exchange for their swords, the scavengers will pull them off the cliff. PorkChop, the leader of the scavengers, says, "You two're in a bit of a pinch, ain't ya? Smell like a couple of Admin lackeys to me. AKA trouble."

Since me and Jack traded their weapons, Petra will get fed up and ask where their weapons were. Jack will explain the situation, being disgusted since now he and I have no weapons to fight anything. I do not know how I am going to get some weapons.

Eventually, the pack reaches Fred's Keep, and encounters a citizen named Cam. In their presence, she runs away from them, having known everyone in The Underneath but not my group. When they reach the top, they encounter another woman, Binta, who is busy announcing the arrival of the Faithful Friend of Trivia contest. The announcement breaks up after, when Cam points out my group. Taking the chance, I ask Binta if I could go inside Fred's house to find his weapon. However, Binta would not, since she claims that the house is so sacred, only the winner of the Faithful Friend of Trivia contest can enter. I then venture around Fred's keep for clues about Fred so I can win. Sometimes, I chat with friends.

Petra is currently finding a way in Fred's house without getting busted. Also, she secretly asks me when she is acting differently than usual since she notes others are staring at her weirdly. Radar is practicing his strength and combat skills. Lluna may also assist him in doing push-ups. Because Jack was saved, he gets busy telling stories and explaining the unfamiliar places.

Because Nurm was brought, he states that he is currently trying to find facts about Fred. I not only can learn the following clues from the other citizens of Fred's keep, but I can also interact with them. Sometimes, I meet a gardener named Hilda, who tells them that Fred's favorite tool was a diamond hoe.

I notice a painter named Wanda painting with her feet (her hands are injured, as she ventured outside of Fred's Keep into the wilds). She will ask them if I can craft a canvas for her. When I do, she will tell them that Fred's favorite shade of blue was lapis blue.

I encounter a man called Willy, who watches over Fred's pet chicken. However, Willy will refuse to tell me its name. Meanwhile, I meet a puppy named Blocco. I instruct Blocco to run into the chicken's pen, letting Willy accidentally blurt out the chicken's name: Waffles.

I talk to Kent, the current champion of the contest, who brags about his undefeated winning streak. That means I cannot believe a contest can have some undefeated.

Because Cam sees me, she will be frightened at them, causing them to walk away from her. When I am prepared to start the contest against Kent, the first round is announced: both will have to build a representation of Fred with clay and wool. Since both builds impress Binta, she declares the round a draw. Then, the second round is announced: questions about Fred have to be answered, with the last question worth double points. The last question turns out to be about Fred's favorite type of wood, revealed by Xara while my group was at The Oasis. With the said question, I win the contest and choose to accept Fred's sleeping garments.

As soon as I find the closet, I discover a button inside. When I press it, I am transported to a hidden lower level. Underneath, I find a map of the Underneath (where I see a third city called Romeoburg located on the map; I assume it is Romeo's city), and Fred's Journal (which I

pick up and read). Inside the book, I stumble upon Fred's thoughts on Xara and Romeo. I figure Fred is confessing about the vitality of the Admins' bonds toward each other and he just wants the three of them to be together. There was one detail inside the book, though; out of sheer frustration at each other the three had left a cabin Fred calls "home," making me realize his house in Fred's keep wasn't his real home - his cabin was. The facts hit me: Fred's weapon is actually in said cabin, not Fred's Keep.

Based on my answers during the contest, I either exit the cabin or Binta busts them. Outside, Binta confides to them that rumors have been going around about me and company ever since I arrived: the citizens of Fred's Keep believe I came from the Overworld. When Romeo is mentioned during their talk, this stirs up the citizens' attention, and it reveals what is currently going on at Beacontown with Romeo. Binta then offers a deal: in exchange for her telling them where Fred's cabin is, me and company take them to the Overworld, to honor Fred's wishes to keep his citizens safe. I agree, and Binta gives them three things: the fact that Fred's cabin is in Romeoburg, a compass pointing to Romeoburg, and fireworks so she can find me and their group in The Oasis. If Jack and Nurm are still with the group, they will stay behind to keep themselves and Fred's citizens safe while everyone else leaves for Romeoburg.

Chapter 3

While heading to Romeoburg on the minecart tracks, Since Jack was saved, Radar will boast about him staying, which frustrates Petra. Radar would have complained about Fred's people liking Fred to Petra saying he obsesses about me if I did not save Jack. Radar will then unintentionally make fun of her about Jack which he quickly regrets. She quickly changes the subject by asking me if the group is still heading in the right direction; they are, but the track is broken and the minecarts fall out of the track. Just as everyone gets themselves together, all but me get struck by a Splash Potion of Slowness. I then watch everyone else get slow and complain.

Petra says, "Man, the track is a complete wreck..."

"Yeah, what's up with whaaa--", says Radar

Petra says, "Hey whaaaaaaaaaaaaaa--"

Confused, I turned around to find the same ninja I saw after exiting the diamond tower, armed with a diamond sword. I remember exchanging the sword.

Because I let them take their sword in exchange for them pulling me and Jack up, I will have no sword to fight the ninja. When I realize that, I make a few quick dodges before the ninja holds the sword near my throat. The ninja starts interrogating me to see if I am a decoy or not, wherein I fail to convince him. Just as the ninja is ready to kill me, the ninja finally recognizes me when their expression and tone gives it away.

The ninja then takes off his mask, who turns out to be Ivor. The rest of my friends also become free from the effects of the potion. Excitedly, Ivor explains to them how he became a ninja and had overheard the gossip about what I had done recently. After he and Harper wrapped up their vacation, they found out that I had fought Romeo in his Prismarine Colossus form;

however, there was a twist to the story in which I defeated him and took his powers for themself. Apparently, most of the Beacontown citizens fell for the lie, and now hate "me" for their ruthless actions of making people disappear for questioning "my" will.

Recalling the events above the bedrock, Ivor also spills to the group that by orders from Romeo, Ivor was supposed to kill me using The Old Order of the Stone's Amulet as a tracking device (Romeo has reprogrammed it to track me and my friends). However, because Ivor did not recognize "my" peculiar behavior with the help of his ninja skills, he held suspicions that "I" was not who it seemed. On top of that, Ivor has to hastily report to Romeo in the Sunshine Institute about my current status in order to not provoke Romeo's suspicions. Realizing that the Amulet can be used to take me and company home (Soren the Architect had crafted it in the Overworld), I ask Ivor for it, and he complies. Plus, to buy themselves time to find Fred's weapon without Romeo looking for them, I come up with a decoy story for Ivor to share with Romeo, which is really not a lie since I am technically in prison. Afterward, Ivor disappears via smoke bombs and the rest of the group resumes heading to Romeoburg.

Chapter 4

Reaching Romeoburg, me, Petra, and Radar encounter a wall, the sound of yelling people in the background, and two guards under the names Soup and Val. Although the two claim they have an army that will drive everyone out of Romeoburg, I rate them out about their army. The guards sheepishly reveal the army is really fake - the screaming was actually coming from a hidden jukebox. In the jukebox, it says, "Welcome challengers: Xara, Fred, and...me! Romeo!", which is all about the challenges in the city. Despite this, the guards admit they still cannot let the group through on account of the fact that the biggest building in Romeoburg includes an event called "Romeo's Challenge," where Romeo designed the building just so he and the other Admins can beat it. me and their group still convince them to let them in by building a scary sculpture on a pedestal, as a warning sign to keep other travelers out. In exchange, Soup and Val trade them some armor and weapons as the group enters the building. If Lluna went with them, she would have stayed behind to hang out with the only other llama in the city.

As soon as Petra, Radar, and I activate the challenge, the first challenge starts, consisting of Magma Cubes and Magma Golems, which the trio beats easily. Unfortunately, when the second challenge starts, it is revealed that there are six hundred challenges total they must beat. Realizing that none of them will make it out alive, Radar is sent to mess with the machine in control of sending the challenges to skip to the six hundredth challenge, which he successfully does. Afterward, the six hundredth challenge starts, which is apparently a Giant Magma Golem everyone must kill. Using the waterfalls provided in the building, I lure the Golem into them, decapitating both his arms. To my surprise, their pickaxe they used to decapitate the arms breaks, so the trio comes up with another plan: making TNT. With the building's crafting table and sand,

and my gunpowder back at Fred's keep, I am able to create and ignite the TNT, using the Giant Magma Golem's legs to ignite the TNT and defeat the Golem. This successfully completes the challenge, letting me and their friends exit the building. I believe if Lluna was part of the group, I would have been shocked to find her standing outside of the exit.

Chapter 5

The quartet finally reaches Fred's cabin, and the group splits off. I find Petra in the cabin, so the duo search for Fred's weapon, which is behind the block next to Xara's bed. The weapon appears to be in the book, which explains about Fred's intent to defeat Romeo, more of the Admin's struggles and a code representing the "Word of Passage" to use at a "primary terminal": "#potato451." I will keep Xara's bed for later. Meanwhile, Petra discloses her feelings about my Gang: how the whole group appears to be falling apart, but she still wants to be with them. However, she reveals an important problem: she wants to venture out instead of staying in Beacontown to find her true passion, but nobody would as they are too busy. Before exiting Fred's cabin, I comfort Petra that I wish to do so. Saying I'll stay with her, always be far but have her in their mind, saying "But I don't want to...lose you. You mean a lot to me, Jesse. I-- More than anyone else, you've been there." explaining the importance of me to Petra.

Returning to The Oasis, the group discovers that Xara fixed the portal. I ignited the fireworks Binta gave them. Around the same time, Xara arrives, scolding me for attracting more people's attention. She continues to ramble on about how Romeo cannot be redeemed which is leaving me the decision of giving Xara's bed to her or not.

Because I give Xara her bed, she gets convinced by them that there is hope left in the world. She stays down to fight mobs and thanks the others.

However, she does find out about my part of the deal and read about Fred's weapon before running off in case there were monsters to fight. Sure enough, spiders, zombies, and even the Giant Enderman arrive to attack the people. The Giant Enderman also manages to drop me from a great height, but just before I get crushed I am caught by Jack, who survived his fall at the

cliff. The citizens of the said town had also arrived with Jack and Nurm, and they fought the monsters. Eventually, the citizens are trapped, the Giant Enderman is in hot pursuit of Radar, and me and Petra are repairing the building holding the portal home. I then have to make a choice to let Radar serve as bait for the Giant Enderman or leave Fred's people behind. Whatever I choose, I forget who is going with me. I will take their friends, and whoever I choose, I still do not know who it is yet to follow them by themselves through the portal.

Chapter 6

Me, my friends, and Fred’s people travel through the portal curriculum and land on familiar terrain. It turns out everyone was transported to The Old Order of the Stone's temple, confirming that they truly reached the Overworld. The reactions are the following.

I say, "Oof. Pain. Everywhere."

"That's it: no more mystery portals. Ever.", says Petra

Since Fred’s people were brought to the surface, Binta checks every one to see if they are okay. Petra then recalls Radar, and states that he would be totally amazed if he saw it. Binta and Kent also tell Jesse the gratitude to Radar for saving them.

If Radar was brought to the surface, then he would have expressed fear as soon as he saw the temple. He could have started revering the temple, which causes everyone else to laugh at his innocence. Radar would have felt upset for Fred's people and hope they're fine.

Both conversations are interrupted when I notice fireworks coming from the sky. This leads everyone inside the temple, and they discover where the fireworks were coming from: a newly transformed Beacontown.

Epilogue

After returning to a transformed Beacontown, Lukas enters the Order Hall and excitedly runs up to “me”. He asks “me” where everyone else is after hesitating for one moment by saying, "Jesse! Man, is it good to see you. Where are the others?". “I” does not respond to Lukas’ question, but instead turns to face him while his eyes glow red and yellow, revealing “me” as the admin.

THIRTEEN

Above and Beyond

Prologue

There are differences between a good friend and a bad one. A good friend means that they are the friends that do what I want or have been asked to do. They do not argue so much. Even if they happen to argue, I would agree with the friend. Good friends never betray me. These are all what good friends do. However, all of these definitions and details that are explained are all made by Romeo. This is because not everyone is a good friend, and that there are bad ones out there.

Romeo says that, "Jesse is a perfect example of what we call a 'bad friend'". I am one of the bad friends along with the two prisoners. I cannot believe there are enemies surrounding me all the time and in every story that me and my friends create all the time. However, at least the way to defeat and get away from the enemies can become part of all the stories.

While explaining what good and bad friends are, the entire part of the event started all the way back when I first met Romeo, who then happens to control everything and become enemies

since I was considered a bad friend. I even tried to escape back to town, but I cannot get away from the enemies. Even after defeating that giant figure, I still get tricked after that, thinking everything was over until “Vos” was revealed that he was the giant figure I defeated. I notice that I can even get tricked because there are two figures of myself, one is real and the other is a fake figure that is controlled. That means that there is another “Jesse”, in which my friends think that I am with them. At some point, my friends cannot believe that I would attack them, which seems like the closest friends have been betrayed until my friends notice my figure is controlled.

Then, another scene of the past shows that a ninja Ivor attempts to attack either me or my controlled figure. At this point, I remember Beacontown and the skies are about to become fully covered in bedrock, which cannot be destroyed by anything, except the controller. The only way I restore things back to normal is by removing powers at the end and saving the world.

Chapter 1

My Gang, along with Radar, attempt to sneak back into Beacontown via a cave Romeo, which is currently disguised as me and threatening the town, does not bother to check underneath. Hopelessness falls onto the group as they all discuss the current situations the other people they met in The Underneath, such as Xara and possibly Fred's people if they were left behind, saying "I know it seems hopeless, but we can't give up now. There are people up there counting on us, and we are not going to let them down. Hear me?", and dealing with the mobs below or running to face her former ally. While the majority of the group stress out about Romeo changing Beacontown, I reassure them that I truly can defeat Romeo, which boosts up their spirits and empower them to keep walking, and that I can possibly save the world once again.

Chapter 2

Upon arriving at Beacontown, everyone, especially me, becomes horrified at the town's state. Posters of me adorn the buildings, and patrols which appear to be giant, red Prison Golems can be seen patrolling the streets. I find a floating building with little apparent way up amidst their city, which I assume is the "Primary Terminal" Fred's weapon had talked about. The group plans to head to Jack & Nurm's Adventure Emporium in order to get more supplies to fight Romeo, but their path is blocked by Romeo himself. Following him are Stella, and to everyone's surprise, Axel and Olivia. The two friends appear oblivious to the fact that "I" was actually Romeo, as I keep interrogating "them" with questions, and "I" respond harshly.

"I" open the gate of Beacontown to reveal Champion City, planning to destroy it. After that, “I” says, "It's just so easy for something bad to happen to a town. Like Champion City, for example...". However, Champion City would be destroyed anytime soon.

Because I gave Xara her bed back in The Underneath, "I" would destroy Champion City with one clap. Stella becomes devastated upon seeing the ruins of her city, while "I" ruthlessly orders her to set up the fireworks for the next show.

While "I" becomes distracted, I grab Axel and Olivia, who are both relieved to find me, and take them to the shop with the rest of the group. Having explained all the details to Axel and Olivia, everyone enjoys a bittersweet reunion, before searching the shop for any useful items. Eventually, I find a lever, which opens up a crevice with Elytra wings inside.

Suddenly, the group hears a strange sound, and I follow it, to find Lluna, who was left behind back in the Sunshine Institute, hiding behind some bookshelves. Ivor, who had apparently freed Lluna from Xara's cellblock a few days ago, also appears out of nowhere, surprising Jack.

This leaves Jack starstruck (as he knows Ivor was part of The Old Order of the Stone), so I tell him to be himself around Ivor. This causes an awkward start to Jack and Ivor's relationship. Happily, Ivor tells everyone the good news: Romeo fell for the decoy story I told Ivor the last time, buying them more time to find the "Primary Terminal." Because of this, Ivor was able to overhear "my" conversations and confirm that the floating tower was the "Primary Terminal."

With the Elytra wings, I formulate a plan to get to the tower. Since one of "my" shows would start tonight, Stella would be backstage, working on the specifics such as organizing fireworks and hiring employees. Me, Petra, and Jack would sneak backstage and follow Stella to retrieve some Fireworks Guild uniforms (the ones that have backstage passes; I need those to not get busted by "me"). Now with backstage passes, the trio finds the fireworks and hands them to me. Radar will find a bucket of water, which they give to me.

Because Axel and Olivia are supposed to be in the show, they will need to distract "me" so the plan can work perfectly. Meanwhile, I fly with the wings and fireworks to reach the top of the tower. To get everyone else above, I pour water down on them, and they swim up to the tower and get inside to defeat Romeo. However, I would have to change clothes first since nobody else in Beacontown knows their friends are here, and Romeo's disguised as me anyway.

Chapter 3

Alone, I started to move forward with the plan. Along the way, I can do the following:

Throughout the town, I can spot black posters with an Ocelot face on them. When I wonder what the posters are for, I can hear people running out of eyeshot. Since I look at the additional Jesse banners and red beacons, it prompts them to find Stella faster.

Because I spot a pressure plate, a piston will punch me in the face.

Because I spot Wink, I will be astonished at his fully grown appearance. To calm Wink down, I can give him rotten flesh I found back in the Sunshine Institute. Not having the rotten flesh will cause Wink to be zapped to the Primary Terminal as a prisoner.

I spot Stella, and to their dismay, another person who looks like Stella. Since I follow that person, it is revealed to be a man under the name Lawrence. He admits that he doesn't know where Stella is when I ask, but he does suggest the Order Hall.

I encounter a guard leading some patrols, which appear to have volunteered for the show (the guard reveals it to be "JesseCon"). I tell him to have the volunteers focus or rest. As soon as I leave, however, "I" (Romeo) arrives out of the blue, forcing every citizen to hide. "I" then checks if the guards are in shape before leaving.

I met Nell, who had just uncovered a new statue next to her house. I let Nell take down the statue to test Beacontown’s freedom, which fails since Nell gets zapped by “me”.

I found a pig stand, where the same citizen who readied his pigs: Esteban, Smushy Cutecheecks, or Lord von Thunderpork VI, for his parade float has now prepared them as cooked pork chops. I get hungry, so I randomly eat Smushy Cutecheeks. Because I am not silent, the citizen does not get zapped as a prisoner.

Eventually, I found a stage prepped for JesseCon next to the Order Hall and Stella nearby. Unfortunately, just as I can grab the Fireworks Union uniforms, "I" poofs next to Stella and ridicules her of her duties for a short while. As soon as Stella is left alone, I attempt to grab them, but Stella busts them anyway. I have a quick chat about what I am currently doing before Stella leaves, leaving me able to sneak the uniforms back.

JesseCon finally arrives, with "me", Axel, and Olivia on stage, with the latter two playing along with the show. While that happens, me, along with Petra, Jack, and Radar make it backstage. Radar splits off from the group to find a bucket of water, while the rest try to find fireworks in the chests provided. Also, it turns out there were no fireworks in the chests at all - just random materials and objects as Petra says, "What the--? There's no fireworks. Just...stuff.". I would have to craft some fireworks, which I successfully did. Nonetheless, a guard spots them, and before he can blow everyone's cover, Radar knocks them out. They put the guard away and split off from the group again, allowing me to climb on top and blast off to the Primary Terminal.

Chapter 4

Now airborne, I land on the Primary Terminal and execute the rest of the plan while fighting a patrol. Once Petra and Jack climb the waterfall, they enter the Terminal into a hallway and stop in a dark room. While inside, they are startled when someone enters the room, wearing a leather jacket. That person turns out to be Nell. They call out other people wearing the same jacket from their hiding places. Among those are Stampy Cat, Stacy Plays, and Lukas, who come to confront me and their comrades.

Lukas shares his side of the story. After he heard "me" returned from the Icy Palace of Despair, he immediately took note of "my" strange, brutal actions. Taking the matter into his own hands, Lukas freed "my" prisoners to reform his old group, The Ocelots. However, the purpose of the group Lukas made it was to rebel against "my" dictatorship. To calm the Ocelots down, I manage to convince Lukas that I am really me, and explains what the truth really is. With that being settled, me, Petra, and Jack uncover the situation they're currently trying to face as Lukas says, "Looks like the tables have finally turned, huh Jesse? We can't let you keep doing what you're doing.". This leads to Lukas and the Ocelots joining them on fighting "me", but not before my trio suits up in armor in the next room to continue the fight against admin control.

This is basically all about the new Ocelots. Since Lukas started building a group that was originally called the Ocelots, he decided to return to the group with new members. This is very important because later on, the future is going to see that the Ocelots are back with the same role but better performance and rebels to fight against admin control. This is important to help us save the world, and we are ready.

Chapter 5

My group and the new Ocelots find “me”, but “I” am not the real Jesse.

My friend says, "Why...hello there. Wasn't expecting you."

"Oh crud.", says another friend or Ocelot member

An Ocelot member says, "What's the move here, Jesse?"

Everyone rushes inside the office of the Primary Terminal, only to find "me" inside. I tell the people to charge at "me”. Anyways, this causes "me" to blip the majority of the people back to the hallways, leaving Romeo, disguised as me, and I alone. After much reasoning with one another, "I" transforms back into his Admin form, becoming Romeo again. He confessed to me that pretending to be them was easy at first - he could show off his powers to the Beacontown citizens', and to his own delight. However, when they began to run out of resources, they started begging Romeo for more resources, overwhelming him and making him desire to be himself again. The overwhelming feelings caused him to plan to bedrock over my world so he could make a brand-new world for himself, with a building called "Terminal Space" as the center. Romeo disappears to head there before I could stop him.

Shortly afterwards, Petra, Lukas, and Jack reenter the office while Romeo bedrocks the Overworld, frightening everyone else in Beacontown. When I confide to Lukas that I must reach Terminal Space, Lukas replies that on the roof is the portal to the building. The four sprint to the portal before the bedrock closes above them, but Lukas gets knocked back and the bedrock closes up above him. The remainder of the group are left to enter the portal.

With Lukas gone, they all enter Terminal Space and find an item frame next to a three-column grid. To the right is a jukebox above a chest, which is filled up with nothing. When

the jukebox asks for a "password", Jack assumes the password was the writing Fred's weapon contained (#potato451). With #potato451, I complete the grid (the columns are filled with four, five, and one block). Meanwhile, I surprisingly found two potatoes (one normal and the other poisoned) upon their vocal request in front of the jukebox.

Putting the normal potato in will result in a parrot party called "Parrot Protocol," while putting the poisoned potato in will make a hologram of Fred appear, emitting out an old recording of himself. Directing the audience to Xara, he tells my trio to put on Fred's Gauntlet and punch Romeo a few times to remove his powers forever. Then, Fred summons a small structure while putting a golden gauntlet inside its crevice. Before I can put the gauntlet on, though, Romeo unexpectedly arrives and summons four Prismarine Colossi in an attempt to stop me. Despite this, I am able to put the gauntlet on, stopping the Colossi in the process. When Romeo looks shocked upon seeing me decipher Fred's weapon, me, Petra, and Jack charge.

Chapter 6

I land the first punch on Romeo. To Romeo's horror, part of his powers have disappeared, preventing him from controlling the Prismarine Colossi. Fully enraged, he teleports me through many memories in the past, with me taking away portions of Romeo's powers in each memory. The places Romeo teleported me to go in this order:

The Sea Temple with me fighting Romeo in an enlarged Vos form.

The Icy Palace of Despair from what I call the second story or episode with me facing Romeo in his snowball-throwing snowman form.

The battle arena Romeo had conjured in the Sunshine Institute with Romeo disguised as Petra, Romeo's champion in the past, as the boss.

Fred's cabin nearby Romeo's challenge with me seeing Romeo in a glitched Fred form.

The pair soon teleport back to Terminal Space, with Romeo now glitching through a number of his disguises. This allows me easier entryways to hit Romeo a few more times. In the heat of battle, I drops the Gauntlet, prompting Romeo to pursue it. Although he is restrained by Jack, he flies out of his grip. Unfortunately for Romeo, I reach the gauntlet first and deliver a final blow with the gauntlet exploding, sending Romeo flying through the air and permanently losing all power. That means the world is being saved by fighting against admin control.

Romeo lands at the top of the stairs, going through regretful emotions. After the defeat, he says, "Why'd you have to go and make everything so... difficult? Everyone likes you... and you're nothing!". While that happens, Terminal Space begins to crumble on account of Romeo not having power to hold it up. I take him with the group to escape the crumble. However, a glitchy Prismarine Colossus arrives to block the way out, leaving me, Petra, and Jack trapped.

The trio does make it out, alive though. They also reunite with Lukas, who was waiting for them all this time. I try to find ways to decide the fate of Romeo.

Since Romeo was brought with the group, Romeo thanks me for saving him, claiming that he did not deserve to stay alive. He plans to fix The Underneath, paying for his actions by helping the people below. When Lukas arrives, he immediately spots Romeo and becomes freaked out, but I reassure him by stating what Romeo plans to do like reuniting.

Beacontown returns back to normal, with me catching up on their friend's plans. Ivor is going to visit his friends from the Old Order of the Stone, Radar is working on a new project concerning the Primary Terminal, Lukas is settling back to writing books, Axel and Olivia are returning back to their homes, and Petra is leaving for an adventure on her own. Plus, I meet Stella and Lluna again in which I keep being friendly.

Since I kept a friendly relationship with Stella, their rivalry ended. She confides to them that she is staying in Beacontown for a while to work on Radar's project. She is also building a house for Lluna, but she wants to know if I am going to take care of Lluna or not. I accept Stella's offer; I will still keep strong bonds between the three. Stella thanks me for everything (including seeing through her worst) before leaving.

Petra extends the invitation of her adventure to me, having found her true passion of adventure at last. Before she leaves, though, she is immersed in a very tight group hug with my friends. While I all wonder when I'll ever meet together again, I reassures them that I will - I just don’t know when. I then choose to leave with Petra to explore places beyond home.

Because I leave with Petra, Radar freaks out about who would run Beacontown in my absence. I let him earn the people's trust. Afterwards, I wave goodbye to Beacontown, find Petra,

and challenge her to a race. She accepts, and the two run off together on a high note. I take Lluna with Petra and give a role such as providing a “horse” ride to some victims in need and help fight a war. I believe Beacontown is going to become part of a city, and that Radar might lead the whole city it is in. I also believe that the restored town, along with other ones that surround Beacontown, is no longer getting into competition. All is believed to reunite and become part of the city that is believed to be way bigger than Beacontown.

While I leave, Beacontown and all of the other towns become districts and neighborhoods where they join a city from the south. Liberty City starts from the southern tip of Staunton Island and expands up north to the end, including Beacontown and all of the northern towns north of it. It then gets more people to come to the city and expand not just north and south but to the west and east. The city also expands to areas in Portland Island and some of Shoreside Vale.

Epilogue

After I leave Beacontown, we begin traveling south in order to continue with adventures to meet everyone we know. Because we have gone through at least two or three major conflicts, we have to fight them all and make sure they all surrender. Just to keep in mind that our adventures not only take place in a blocky area just like before but also regular land too. Now we have to gain new items in order to fight the rest of the enemies such as mobs and soldiers.

We continue down south and find a lot of battlefields and join each of the battles. We then go into major battles that are deadly, and we manage to fight using our new items we gained in order to save the world at least two times or more. This is basically a turning point of the whole war we are going through that requires us to save the world now three times finally overall.

We make a turning point gradually. Before, we were almost slaves until we find turning points to end slavery. After all, we became the leading generals of the Civil War from 1863.

AFTERWORD

AFTER READING THIS BETA VERSION, how many corrections and recommended edits do you think I should make? If there are corrections, do not worry as the final version of this story is going to come somewhere around 2024. Also, this is a story part of the series. There are many more stories that would be made in the series than this one. This means that another story as well as the following stories will continue and contain and end after this story.

Between the middle of 2021 and 2022, expect that more Minecraft stories are to be published and released as their first versions while other series have been released. These stories have an attempt to take place in the same universe as the other three series to be covered. Due to the stories taking place between 1700 and 1900, three other series are sequels to Minecraft.

THANKS

Thank you to everyone that I know to come up with Minecraft. Thanks for all of the content that you have made as well as some support that makes this first story possible.

GENER
GUZMAN

I was first raised in a family where I would do a lot of crazy actions being a kid. I then felt like I kept on being a small kid during the early years, thinking I will be that small forever. This is not true as I gain a lot of skills that adults would do such as writing and producing videos that gain popular views. I have a YouTube Channel called GeneralEpicStudios in which is the central site for me if you want to go to my other profiles linked everywhere to connect with me. I made one or two series of shows about grounded that grew my channel even bigger, with two or three seasons of grounded videos produced in 2015. After that, I began to teach lessons at the school experiences at Roblox between 2016-2019. I bet this story and all the other stories from the four series can grow this channel even more. In the 2020s, I am looking forward to producing three more series of grounded videos and four series of books with visual adaptations. These are all of the works that I am looking forward to producing, which I feel is basically the future.

READERS GUIDE TO MINECRAFT: STORY MODE

Coming Soon

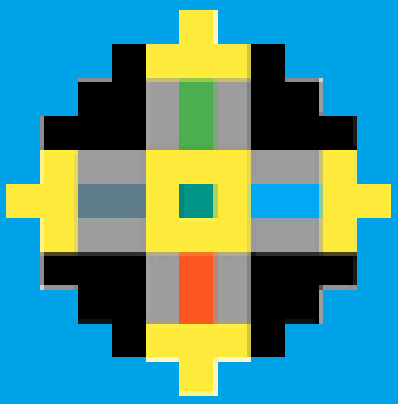
Works Cited

"Minecraft: Story Mode" *Fandom*

https://minecraftstorymode.fandom.com/wiki/Minecraft:_Story_Mode

Jesse and his group of friends revere the legendary Order of the Stone; four adventurers who slayed an Ender Dragon. The Order are the very best at what they do: Warrior, Redstone Engineer, Griefer, and Architect. While at EnderCon, Jesse and his friends discover that something is wrong... something dreadful. Terror is unleashed, and they must set out on a journey to find The Order of the Stone if they are to save their world from oblivion. Then, life has gotten a bit more...complicated. With more responsibilities and less time for adventure, old friendships have started to fade -- at least until Jesse's hand gets stuck in a creepy gauntlet that belongs to an ancient underwater temple. Together with old pals and new comrades alike, Jesse embarks on a brand new journey filled with tough choices, good times, and at least one temperamental llama.

About Me: I already made a popular series in my channel, teach several lessons in Roblox, and develops four series of stories.



MINECRAFT STORY MODE

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